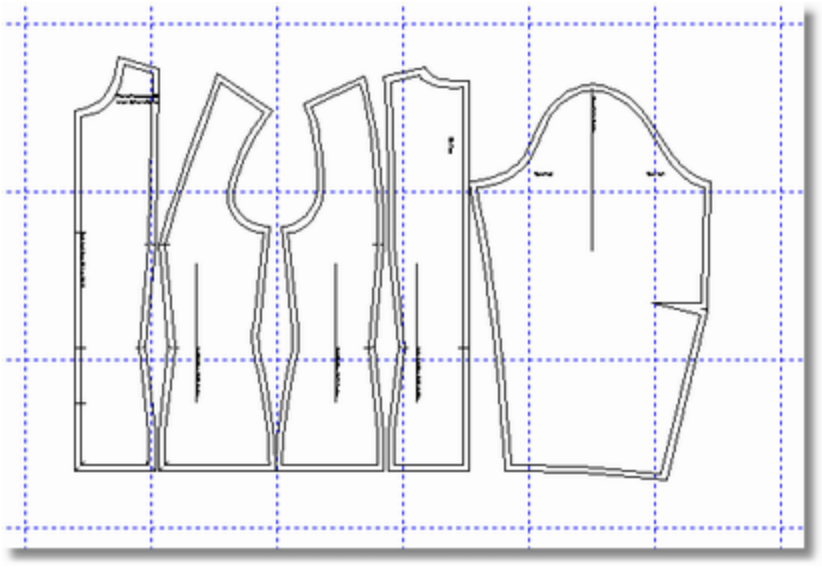
PatternMaker Version 7.5
User's Manual
Basic viewer

Copyright © 1994-2014 ... PatternMaker Software



PatternMaker Version 7.5

User's Manual Basic viewer

oktober 2014

PatternMaker Version 7.5

Copyright © 1994-2014 ... PatternMaker Software

All rights reserved. No parts of this work may be reproduced in any form or by any means - graphic, electronic, or mechanical, including photocopying, recording, taping, or information storage and retrieval systems - without the written permission from PatternMaker Software, with the exception of quoting brief passages for the purpose of reviews.

Products that are referred to in this document may be either trademarks and/or registered trademarks of the respective owners. The publisher and the author make no claim to these trademarks.

While every precaution has been taken in the preparation of this document, the publisher and the author assume no responsibility for errors or omissions, or for damages resulting from the use of information contained in this document or from the use of programs and source code that may accompany it. In no event shall the publisher and the author be liable for any loss of profit or any other commercial damage caused or alleged to have been caused directly or indirectly by this document.

Revised: oktober 2014.

Authors

Tamara Vlasuk
Brian Pickrell
Jim Pickrell
Eugenie Naber

Contributors

Thea Botter

Cover logo by

J.K. Smith Designs

PatternMaker Software

PO Box 3081
Redmond, WA
98073

www.patternmakerusa.com

Special thanks to:

The wonderful members of PMUG and customers we've talked to at shows who gave suggestions for new features and generously gave their time to help with testing.

Note about manual contents:

This manual includes documentation of features offered in the Basic Viewer.

Please note that you may not always see exactly what these pictures show, because they could show features of a higher version..

Table of Contents

1: Introduction 2

1 Welcome to PatternMaker! ... 2
2 Manual conventions ... 3
3 Time out for basics ... 3
4 Starting the program ... 4

2: Learning the Basics 7

1 Program overview ... 7
2 LaunchPad Interface ... 13
3 Getting around in PatternMaker ... 19

3: Patterns and Printing 35

1 Using the pre-designed garments ... 35
2 Fabric yardage and pattern layout ... 49
3 Printing and assembling the pattern ... 51

4: Going Further 63

1 Customizing PatternMaker ... 63
2 Using Layers ... 78
3 Types of files ... 83
4 Overview all Snap modes ... 83

5: Reference: Menu Commands 86

1 File Menu Commands ... 86
2 Draw Menu Commands ... 94
3 Edit Menu Commands ... 95
4 View Menu Commands ... 98
5 Settings Menu Commands ... 103
6 Help Menu Commands ... 112

6: Appendix: Using Windows dialogs instead of LaunchPad 116

1 Create a personal measurement table ... 116
2 MACRO command ... 117
3 Save a pattern file ... 119
4 OPEN command ... 120

7: Troubleshooting & Support 122

1 Frequently-asked questions ... 122

2 Identifying and solving problems 122
3 Getting Help 123
4 Glossary 123

Index 126

Introduction

1.1 Welcome to PatternMaker!

PatternMaker is a computer-aided design (CAD) program designed especially for clothing pattern design. PatternMaker makes it easy and fast to make clothing patterns, and lets you automatically resize your patterns. In short, PatternMaker lets you do everything you used to do with scissors, pencil, and paper, but much faster. This program has many features that are different from any other program, but you can learn to use it quickly with this manual.

All PatternMaker programs include:

- *Custom patterns* Sizes don't matter! Use PatternMaker's collections of pre-designed garments to create basic patterns from your own measurements. For pants, for example, you can tell PatternMaker your waist, hip, and leg length measurements, and the pattern will be mathematically drawn to fit you!
- *Printing* PatternMaker lets you print your patterns on any printer that is supported by Windows, including desktop printers, plotters, and print-to-fax programs.

Deluxe Editor adds:

- *Editing* Use the pre-designed patterns as a starting point for your own unique designs. Practice pattern alterations on a pattern that you know already fits you.
- *Measurement tables* Save your measurements in a file, so you don't have to type them in for every pattern. Save measurement tables for your family and friends, too!

Professional Studio adds:

- *Drawing* Draw new patterns using the same procedures you use now to draw patterns on paper. Change, edit or save existing patterns.
- *Tools* Take advantage of advanced drawing tools such as facings, pleats, and darts.
- *Layers* Use layers to help organize objects in your drawing.
- *Customization* Set up PatternMaker to look and work the way you want.

Advanced Features:

PatternMaker Grading Studio and Marker Studio are for the professional pattern cutter or designer, and have many powerful features for the serious user. These include:

- *Digitizers* Use a digitizer tablet to "trace" patterns from paper originals or books. If the original was not full-scale, you can automatically expand it to life-size.
- *Grading* Grade your pattern according to your own grading rule. Make your own pattern in Size 10, for example, and PatternMaker can convert the pattern to sizes 8, 12, and 14. Save a grading rule simply, easily, and quickly, and apply that grading rule to any other pattern.
- *Special symbol libraries* These contain commonly-used symbols such as buttonholes, grainlines, arrows, etc., which you can insert into your pattern. One basic symbol library is provided with PatternMaker. In addition, if you have Grading Studio or Marker Studio, creating your own libraries is as easy as saving a file.
- *Marker features* PatternMaker Marker Studio lets you arrange pattern pieces and print production markers. Special features let you pack the pieces together for maximum material efficiency, set cut ratios, and print reports showing material used and other information.

IMPORTANT:

The Help is written for all versions of PatternMaker. It is possible in the Help that we write and explain about features which are not available in your version.
In the chapter LEARNING THE BASICS In Icon Overview you can exactly see which version contains which features.

In the PDF manual of your program you will only see the available tools and commands of your version.

1.2 Manual conventions

As you read through the User's Manual, or consult the Help file, you will notice that some words or phrases appear in different typefaces:

Keys to press on your keyboard

Represented by capital letters, enclosed in brackets:

example: <ESC>
means: Press this key

example: <CTRL>+<F3>
means: Press the first key and hold it while you press the second key, then release both

When the computer is telling you something

This font is used to represent the instructions that appear on the command line:

example: `Rotate around what point?`

Things to select from the menus

Menu items appear in quotes, and the name of the menu appears in bold type:

example: Click "Save" on the **File** menu

Mouse clicks

example: **LM** or **RM**
means: click the left mouse button or click the right mouse button

1.3 Time out for basics

WINDOWS BASICS

If you are brand new to computers, take some time to go over this section. Make sure you are familiar with the following terms, since they will be used frequently as you read through the manual.

Click

Move the mouse around until the point of the mouse cursor is pointing where the directions instruct you. Press the left button once and then release it. If the directions say "click," it always means one click. If they mean two clicks, they will say "double-click." Also, when this manual simply says "click," it means with the left button (**LM**). In PatternMaker, as in many other programs, "right-clicking (**RM)**," has special functions.

Double-click

Move the mouse around until the point of the mouse cursor is pointing where the directions instruct you. Press and release the left button twice, quickly. Be careful not to move the mouse as you do this. If nothing seems to happen, try clicking faster, and be sure the mouse does not move.

Icons

These are small pictures that represent actions. They are shortcuts to commonly used program commands. Click once on an icon to execute its command.

Menu bar

The row of words across the top of the PatternMaker window. This is where you find all the commands of the program. When you click on one of the menu items, you get a "drop-down menu". These menus are associated with the menu item that they drop down from. For example, the menu that appears when you click the word "File" is called the **File** menu. The "Save" command is an item on the **File** menu.

If you need more help with any of these, you can find full details in your Windows manual or Help section.

PATTERNMAKER BASICS

Object

Something that is drawn in PatternMaker. There are four types of objects, but the two main types you'll be concerned with are Polygons and Text. A Polygon object is "a shape" -- circles, lines, octagons... and collars, sleeves, pockets, etc. A Text object is a descriptive label that you can add to any part of a drawing.

Vertex (vertices - pl.)

The beginning/end of a line segment, or the place where two line segments come together. For example, a triangle (a Polygon object!) has three vertices, one at each corner. Sometimes we'll also use the word *point* to mean *vertex*, simply because it's a more familiar word. (The menu that contains commands relating to vertices is even called the **Points** menu.) At other times, the word *point* may be used to mean *spot* or *location*, as in, "...the point where the two lines intersect." The meaning should be clear from the context.

Points vs. Objects

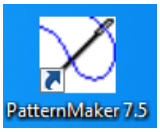
Points and objects are related, obviously, since objects are made up of points, but in PatternMaker you interact with them entirely separately. Commands that affect entire objects (ERASE, CUT, MOVE, etc) are found on the **Edit** menu; commands that affect individual points (MOVE VERTEX, DELETE VERTEX, etc.) are found on the **Points** menu.

The Command Line

At the bottom of the PatternMaker window is a blue area called the Command Line. This is where PatternMaker tells you what it's doing, and what it expects you to do next (select something, finish doing something, etc.). The command area shows the last three actions, with the most recent item at the bottom.

1.4 Starting the program

When you install PatternMaker, it creates an icon on your desktop (and also on the Start/Programs menu). This icon looks like a needle and thread:



Let's go! Double-click on the icon to launch the program. The program takes a moment to load. If you try to click on something and nothing happens, or if you see a (*Not Responding)* message in the title bar of the program window, just wait a few more seconds and then try again.

Learning the Basics

2.1 Program overview

Okay, you've got PatternMaker -- now what? Here's a strategy on getting started:

- Start first with reading the Quick Start manual that you can open through the Start window of PatternMaker. You will find here in short the most important things to know about PatternMaker.
- Read through the "Program Overview" and "LaunchPad Interface" sections.
- Read the section on "Patterns and Printing." Have someone help you take your measurements (follow the directions here), and then try the sample pants or the fitting bodice to check that your measurements were taken properly (follow directions here).
- Read the rest of Chapter 2 ("Getting around in the program")
- Read the sections on editing. Don't get bogged down; if there's something you don't understand at once.
- Read the remaining chapters of the manual. Use the "Reference: Menu Commands" sections to look up any commands you don't understand.
- Make some patterns on your own. Remember, this is what you bought PatternMaker for! The fastest way to learn is by doing -- this is as true for PatternMaker as for anything else. You'll find that you don't need to know every single command before you can start getting to work.
- Read the rest of the manual systematically. Try every command at least once.

Use the manual and the Help system together to help you learn PatternMaker. You can access context-sensitive Help by typing <?> at any time during a command.

The first sections of the manual explain the basic concepts. The "Reference" section gives the details of how each command works.

Once you learn how to do a few commands, you can start using PatternMaker to make your own patterns. As you get comfortable with the program and develop your own techniques, keep referring back to the manual and you will keep learning new things. If you take an organized approach to learning this program, you will be making patterns in a short time!

Getting help

There are several avenues available to you if you need help.

1. First, check the Help file. It has been expanded to make it easier to find what you need. You can access the Help file from the Help menu, or by typing ?
2. Next, check the Index of the User's Manual, and the Index of the Tutorial. You may be able to find a reference to something you didn't notice in the Help file.
3. If it's a piece of terminology that's puzzling you, check the Glossary.
4. Finally, you can contact technical support by e-mail, at support@patternmakerusa.com. Also consider joining the PatternMaker User's Group e-mail discussion list. Check the PatternMaker web site for instructions on how to join:

   www.patternmakerusa.com

   You can use the link in the "About" box (located on the Help menu) to automatically launch your browser and go directly to our site.
5. As long as you're there, check the online Knowledge Base for an answer to your question. We've posted answers to many frequently asked questions, and you may find what you need in that reference.

Folders and file organization

Program Files
By default, PatternMaker expects to find all necessary files in the "C:\Program Files\PatternMaker Software\PatternMaker 7_5" folder.

User Files
When you open the program for the first time, a special folder is created. This is located at "My Documents\PatternMaker\Personal Files." Under this folder are several sub-folders, for personal measurement tables, saved patterns, and your PatternMaker configuration files.

If your computer has more than one user profile, each profile will have its own set of user folders.

Shared Files
The garment collections and master measurement templates are shared among all users. A folder for each designer is created under "Program Files\PatternMaker Software\Shared\Designers", and each garment collection is installed in a sub-folder under its designer. You can also choose to save pattern files in the shared location. Specific folders for each of these file types are located under the "Program Files\PatternMaker Software\Shared" folder. This allows people to use the files when installed on a network.

Note: When you want to use one of the programs Project Editor, Collection Creator or MacroGen 4_5 files like the .mac file or measurement tables have to be saved in a specific folder. Read more about this in the Help of the specific program.

See also:

Show shared files

LaunchPad vs Windows dialogs

Measurement units

One of the first decisions you'll make when you start PatternMaker is whether you want to work in inches or centimeters. (Depending on which version of PM you're using, it may have asked you this question during setup.)

Your choice of measurement units will affect the following things:

- pre-designed garments: the garments will check to see which units you selected, and the default measurements will be displayed to you in that format. You will enter your own measurements in that format.
- seam allowances: enter your desired seam allowance using your chosen measurements
- grid: the default size for the alignment grid is one "unit" -- either 1 inch or 1cm.

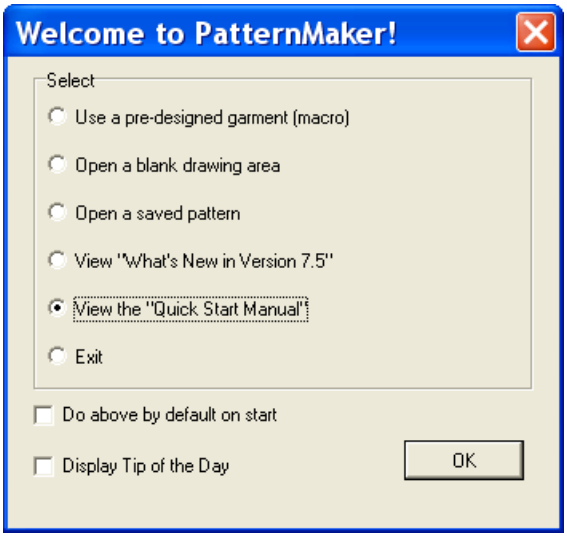
See also:

Set measurement units

What's on the screen

Start Form

The Start form helps you easily select how you want to use PatternMaker when you open the program.



- Use a pre-designed garment (macro): Select a pattern (**.MAC** file) from a garment collection you have installed (see Open a pre-designed garment)
- Open to a blank drawing area: Begin drawing something from scratch
- Open a saved pattern: Open a pattern (**.PAT** file) you've created from scratch, or saved after running a macro
- Read the "What's New in Version 7.5" topic:
- Read the "Quick Start Manual" topic: Gives you some basic step-by-step instructions the most important functions in PatternMaker. It takes you through the steps of creating a measurement table, starting the macro, selecting garment options, printing the pattern and some important commands.
- Exit: Closes PatternMaker

If you check the "Do above by default on start" box, the program will always perform the selected option without displaying the form. If the form has been turned off in this way, you can turn it back on by selecting the option on the "Configure" or "Configure Defaults" form found on the **Settings** menu.

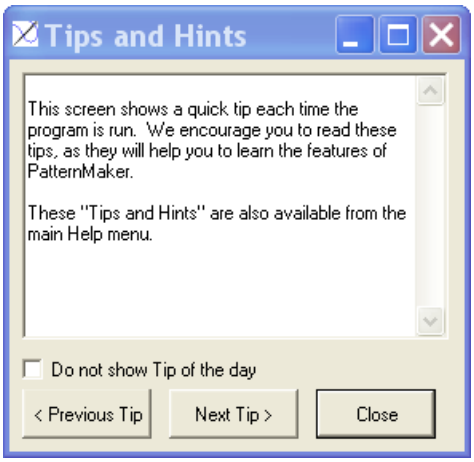
If you check the "Display Tip of the Day" box a daily tip will be shown about working with PatternMaker.

See also:

Types of files

Tip of the Day

The **Tip of the Day** introduces you to features of Version 7.5, and may help you become familiar with other ways of doing things that you never thought of before.


Tips and Hints
This screen shows a quick tip each time the program is run. We encourage you to read these tips, as they will help you to learn the features of PatternMaker.
These "Tips and Hints" are also available from the main Help menu.
Do not show Tip of the day
< Previous Tip
Next Tip >
Close

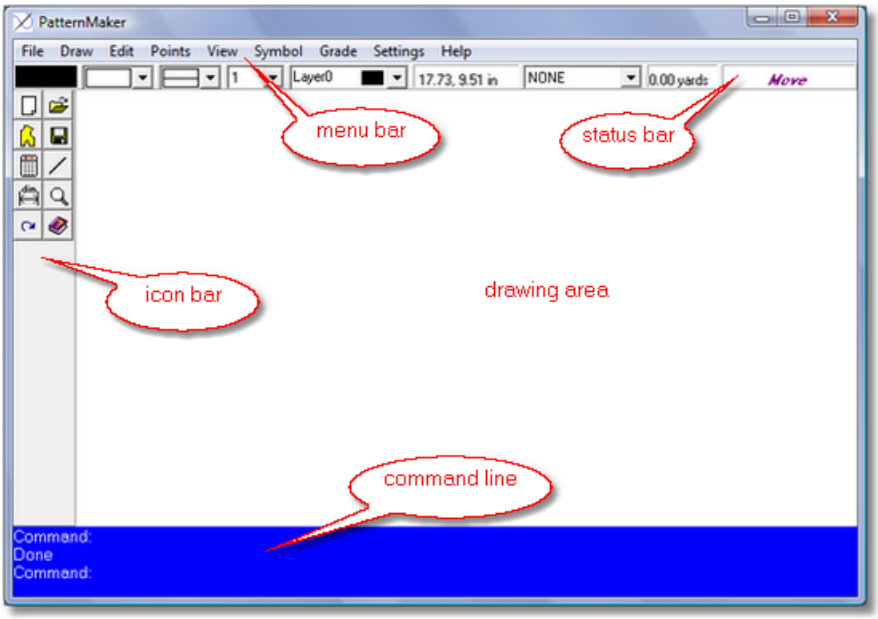
The Tip of the Day box appears immediately after the Start Form, before you access the drawing area. If you don't want to see the Tip of the Day, clear the checkbox on the Start form or check the box "Do not show Tip of the Day"in this form..

You can also open the Tips box from the PatternMaker **Help** menu.

Parts of the screen

When you start PatternMaker, what you see is the main drawing screen(black background or white). The standard Windows components -- the mouse, the drop-down menus, and the dialog boxes that appear from time to time -- work the same way they do with any other Windows programs.

Let's stop and see what we're looking at:



The **drawing area** contains all the objects in your pattern, whether you draw them yourself or use one of the pre-

designed garments. You can think of the drawing area as the viewfinder on a camera; it shows a limited section of an area that stretches out in all directions. You can zoom out, zoom in, or pan to different areas of the drawing using the arrow and page up/page down keys. We'll get to those commands in a few minutes.

Three grids are available to you as you work:

- alignment grid (dots), to help in positioning objects. See Measurement Units
- page grid (blue dashed line), to show how pattern pieces will be printed. See Page Grid
- yardage grid (red dashed line), to help you estimate fabric usage and create a pattern layout. See Yardage Grid

The drawing area is white by default, but it can be changed to black if you prefer. See Custom Settings: Screen Color for details.

The **command line** (or **prompt line**) is where PatternMaker gives you messages and asks you questions. The most recent prompt appears at the bottom. **It is very important to read these prompts.** If the computer does something that you don't expect, it's usually because the command you think you're running is not the command the program thinks you're running. Reading the prompt line and the status bar will let you know what the program is trying to do.

Doubleclicking at the Command line will move the line to the top or bottom of the screen. Moving the command line to the top will make it better readable.

Most inputs you type into the program (such as coordinates) will also appear on the command line. (However, for certain commands your inputs will go into a dialog box instead.)

When the program is ready for you to choose a new command – a drawing tool, editing function, etc. – it will display the command prompt, which looks like this:

```
Command:
```

If you don't see this, it means you are still in the middle of another command.

The **menu bar** is where you select a command. These menus work just like menus in any other Windows program, with shortcut keys and some sub-menus.

The **icon bar** provides shortcuts to some frequently-used commands. The icons will change depending on what step of a command you are in. (For example, icons for editing commands do not appear if you do not have any objects on the screen to edit.) Right-click on a button to get help about that command.

The **status bar** gives you information about the current drawing conditions -- drawing color, layer, line style, mouse coordinates, etc -- as well as the current (or most recent) command.

Note: you can change the width of the several fields in the status bar by moving your cursor over the side lines of a box. When you see the divider move it to the right or left, just the way you want it. It is possible to see the whole layer name by redesigning your status bar.

List of Icons

This is the arrangement of icons when you install PatternMaker. Most commands have an icon available, as you can see pictured on the menus, but not all of them are set to be visible by default.

Basic version

When you open the program:

NEW | OPEN
MACRO | SAVE
CALCULATOR | ZOOM
HELP

***When you have a drawing on the screen*:**

NEW | OPEN
MACRO | SAVE
PRINT | CALCULATOR
MOVE | ROTATE
ERASE | OFFSET
ZOOM | UNDO
HELP

During a command:

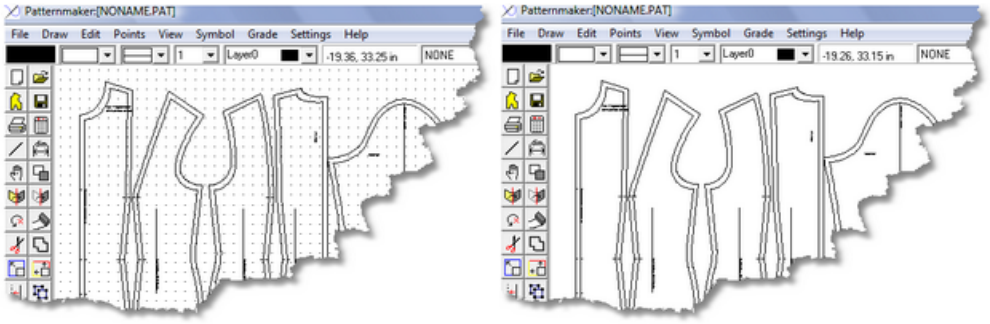
SNAP OFF | SNAP GRID
SNAP ORTHO | SNAP END-POINT
SNAP MID-POINT | SNAP NEAREST
SNAP INTERSECTION | SNAP OFFSET
SNAP MEASURED DIST | PAN UP
PAN DOWN | PAN LEFT
PAN RIGHT | ZOOM IN
ZOOM OUT | ALL
SELECTION WINDOW | HELP

See also:

Configure: Icon Bar

Alignment grid

The alignment grid can help you position points and objects, and gives you an idea of an object's size. The default spacing of the grid is one "unit" (either one inch or one centimeter, depending on your settings), but you can change the grid spacing to anything you want.


Patternmaker:[NONAME.PAT]
File Draw Edit Points View Symbol Grade Settings Help
Patternmaker:[NONAME.PAT]
File Draw Edit Points View Symbol Grade Settings Help

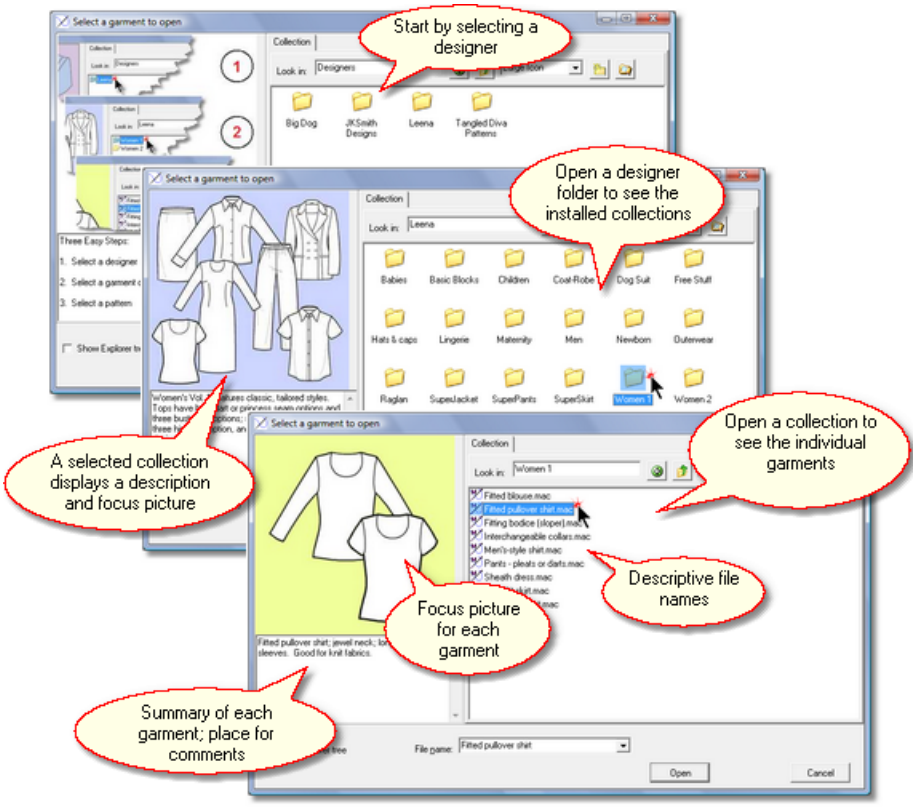
You can turn this grid off and on with the <F4> shortcut key.

See also:

TOGGLE GRID command

2.2 LaunchPad Interface

The LaunchPad interface makes it easy to find and use your patterns and saved files, without worrying about "losing them" somewhere on your computer. The designers and garment collections are represented by folders. Each garment collection and the individual patterns have illustrations, to help you choose a project. And, style options within each pattern are illustrated as well.


Start by selecting a designer
Open a designer folder to see the installed collections
A selected collection displays a description and focus picture
Open a collection to see the individual garments
Descriptive file names
Focus picture for each garment
Summary of each garment; place for comments

Each of the pre-designed garments comes with a descriptive summary, and you can also write a comment about patterns you save, to help you identify them later. When you save a pattern created from the pre-designed garments, this space will also save notes about which style options you chose and the measurements that were used.

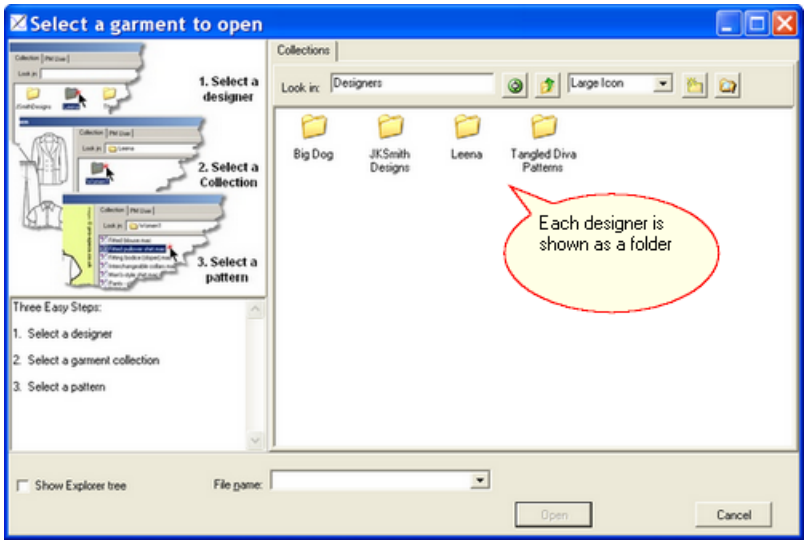
Read more...

Finding and opening a pattern

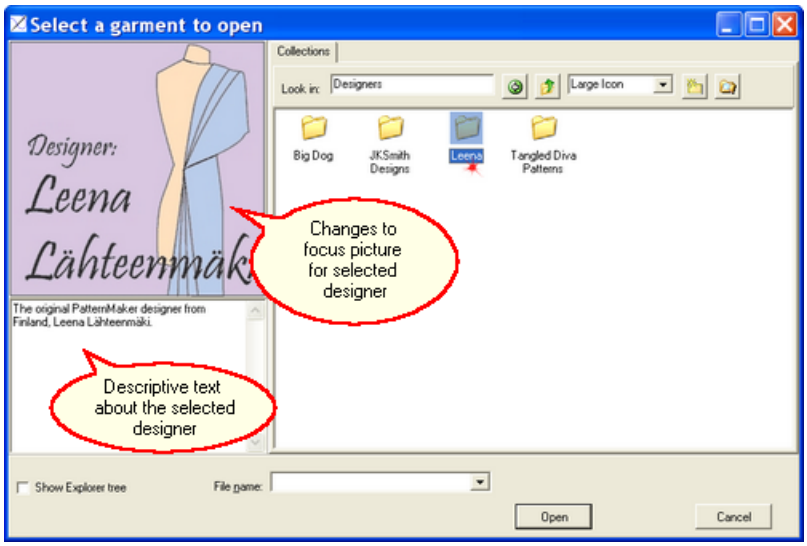
Saving a pattern

Select a designer

The LaunchPad opens to the Designer's list. A folder represents each designer whose collection(s) you have installed.



Double-click on the designer you want, or click once and then click the "Open" button.



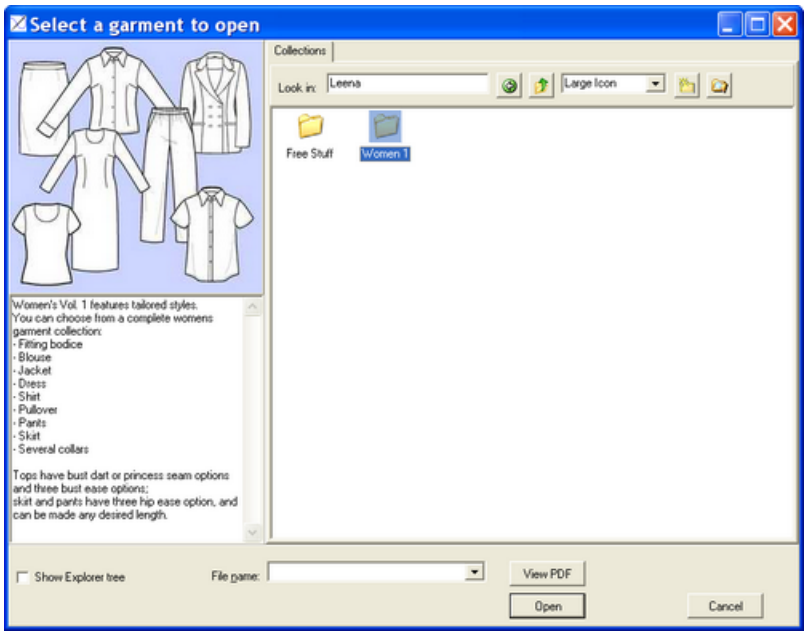
Next: Select a garment collection

See also:

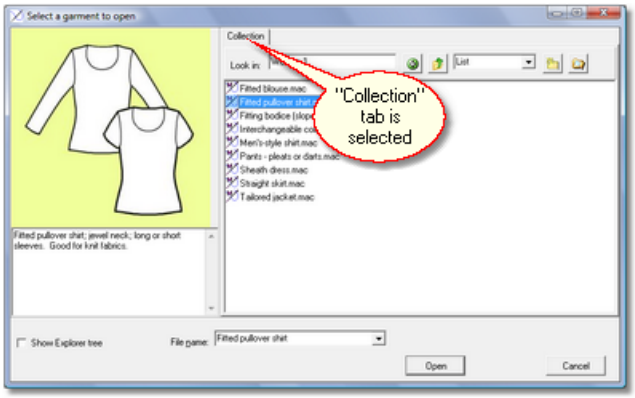
LaunchPad view options

Select a garment collection

Each garment collection is represented by a folder. Click once on a folder to see the description and focus picture. Open the folder to see the individual garments in the collection.



Each garment in a collection has a description and a focus picture to help you select the one you want.



Next: Open a file

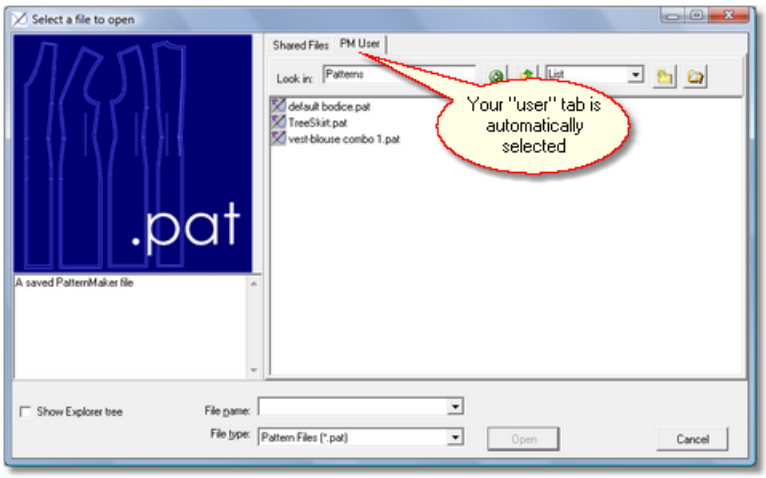
See also:

LaunchPad view options

Open a file

The LaunchPad helps you find patterns from the garment collections as well as saved patterns that you've made.

Click the Open file icon.
The folder Patterns where all the saved pattern files are stored opens.



Select the file you want, then click the "Open" button.

Saved pattern files have a standardized focus picture, and display any comments you wrote when you saved the file.

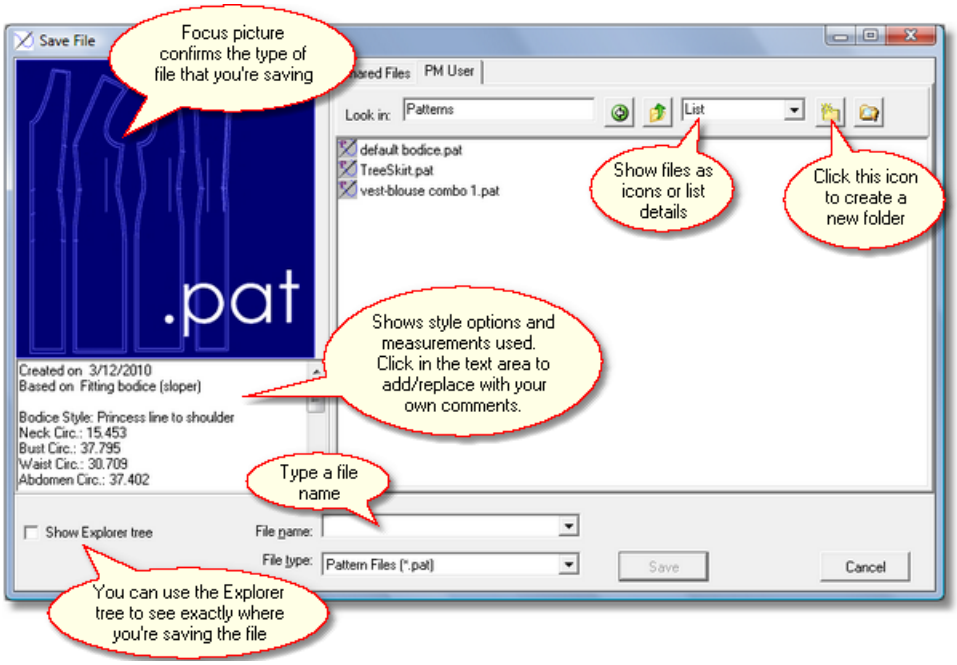
See also:

- LaunchPad view options
- Folders and file organization
- OPEN command

Save a file

When you want to save a pattern file, you'll use the LaunchPad "Save" window. It is very similar to the other LaunchPad windows: space for a file name and description, a focus picture, and the list of files and folders.

The Notes area will list the style options you chose and the measurements that were used.


Save File
Focus picture confirms the type of file that you're saving
.pat
PM User
Look in:
Patterns
List
default bodice.pat
TreeSkirt.pat
vest-blouse combo 1.pat
Show files as icons or list details
Click this icon to create a new folder
Created on 3/12/2010
Based on Fitting bodice (sloper)
Bodice Style: Princess line to shoulder
Neck Circ.: 15.453
Bust Circ.: 37.795
Waist Circ.: 30.709
Abdomen Circ.: 37.402
Shows style options and measurements used. Click in the text area to add/replace with your own comments.
Type a file name
Show Explorer tree
File name:
File type:
Pattern Files (*.pat)
Save
Cancel
You can use the Explorer tree to see exactly where you're saving the file

If you're really feeling adventurous, you can create your own focus picture to go along with your new file. The requirements are:

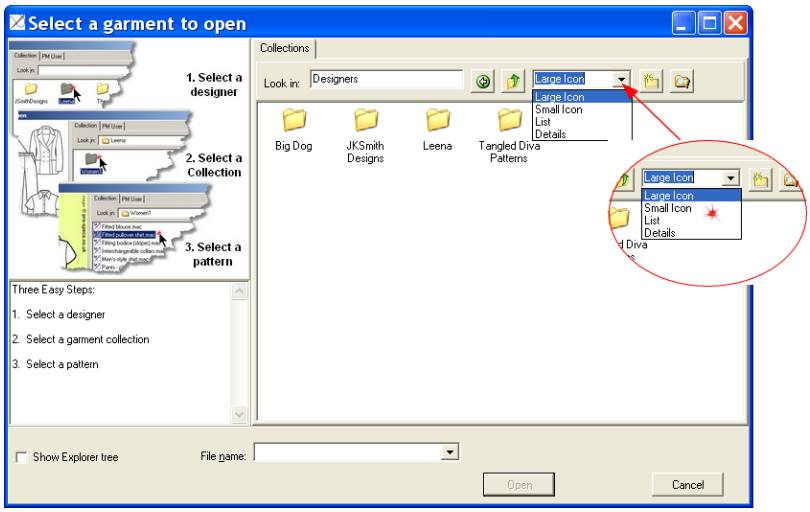
- the image must be in .jpg format. This could be a line drawing, or even a photo of the finished garment.
- maximum dimensions are 250x250 pixels
- the image must have exactly the same name as the pattern, other than the .jpg file extension
- it must be located in the same folder as the **.pat** file

See also:

LaunchPad view options
Folders and file organization
SAVE command

LaunchPad view options

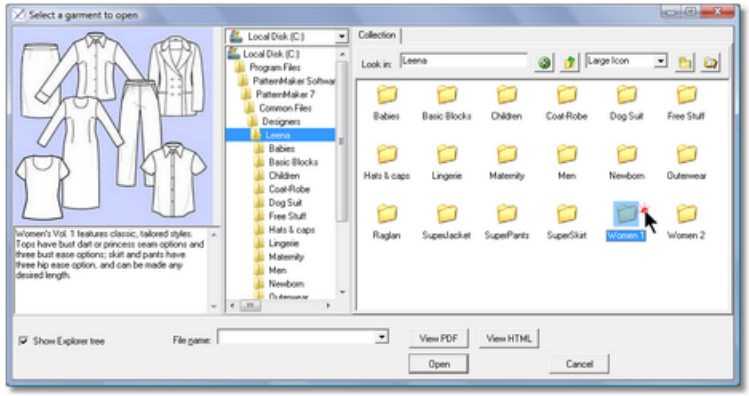
The LaunchPad give you a lot of flexibility in how you locate and view your files. In the file area, you can choose between different icon sizes, much like the options in the standard Windows Explorer.



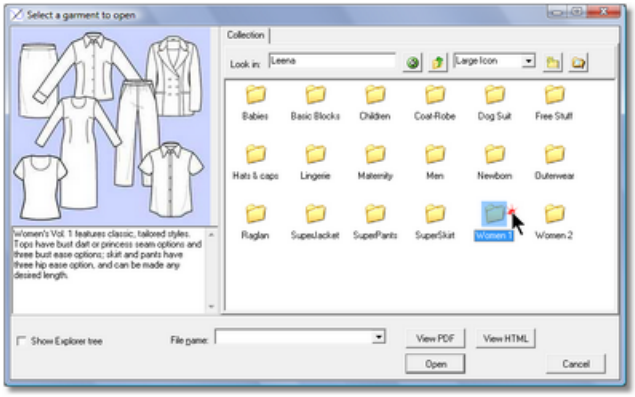
Large icons:

List:

You can also choose to view the Windows Explorer tree, or keep it hidden in the "simple" view. With the Explorer tree visible, files can be located in places other than the default folder.



With the tree hidden, your files can always be found in one place, and you have a larger window available for viewing files and folders.



2.3 Getting around in PatternMaker

Interacting with the program

It is possible to select, customize, and print a pre-designed garment with little more than a dozen mouse clicks. But you want to do more with PatternMaker, right?

To do so, you need to become familiar with the viewing, editing and drawing commands. You will learn:

- how to change your view of what's on the screen
- how to use the mouse in PatternMaker
- different ways to activate a command
- steps in using commands
- how to use X and Y coordinates

Looking around: PAN and ZOOM commands

There are several tools you can use to view different parts of your drawing. ZOOM changes the scale of the drawing, appearing to move you closer or further away. PAN moves you up, down, right, or left.

Remember that your drawing doesn't change when you zoom or pan; only your view of it changes. Think of the drawing area of the screen as the viewfinder on a camera that moves around to get different views of the drawing.

All the various ZOOM and PAN commands can be selected either with icons or from the "Zoom" submenu on the **View** menu. Most can also be selected with Hot Keys.

Special Zoom and Pan Keys

PatternMaker provides some special short cut keys to make it easier to activate the most commonly-used ZOOM and PAN modes:

<PgUp>	Zoom Out
<PgDown>	Zoom In
<Home>	Zoom in on mouse
<End>	Zoom All (show all objects)
arrow keys	Pan (Left, Right, Up, Down)

ZOOM with the mouse scroll wheel

If you point your mouse into the blue command line area, or a blank part of the icon bar, you can zoom in and out with your mouse scroll wheel.

See also:

Looking around: PAN and ZOOM

Different ways to select a command

There are several ways to select a command with PatternMaker:

- icons
- menus
- drop-down boxes
- typed commands
- Hot Keys.

Most commands are accessible in more than one way. Use whichever is most convenient at the moment.

When you have selected a command, the command's name appears in green in the Status Bar. When you finish the command, its name turns purple.

Icons

Standard Icons

The icons are provided to make it easy and quick for you to use PatternMaker with a mouse. If you learn how to use the icons, they will make your work faster and easier. However, you never have to use the icons at all – everything that you can do with icons can also be done with either a menu choice or a typed input. Use whichever is most convenient for you.

You can activate a command by clicking an icon with the left mouse button (**LM**). Clicking the right mouse button (**RM**) on an icon will give you the Help information for that icon.

Remember that not all commands are represented by icons – if you don't see an icon for a command, you may still be able to select it from a drop-down menu.

Context Icons

As soon as you start a command, a different set of icons will appear in the icon area. These icons represent options that you can select while doing a command. The icons that appear will vary, depending on the command you selected, and on what choices are available.

Example: When you first start PatternMaker, there is nothing in your drawing, and the MOVE icon doesn't appear. This is because there is nothing to move. After you draw an object, the MOVE icon and several others appear.

Example: When you activate the MOVE command, a different set of icons appears. These are the Selection icons. These are options you can use while selecting objects to move.

Menus

You can select the drop-down menus at the top of the screen with the mouse. When the menu appears, click the mouse on the command you want. This works like any other Windows application.

A menu item with an arrow next to it (➢) leads to a submenu with more choices.

If a menu item is not available, it will be grayed-out and you cannot select it. For instance, you can't select the MOVE command if there aren't any objects for you to move.

Selecting menus from the keyboard:

Select a drop-down menu by holding down the <ALT> key and typing the underlined letter in the menu's name. When the menu appears, use the up and down arrow keys to highlight the menu item and press the <ENTER> key. Or type the key letter of the item you want. The key letter for each menu item is underlined. (Most Windows applications work the same way.)

Example: Press <ALT>+F to select the File *menu*

Drop-Down Boxes

Many configuration commands can be selected from the drop-down boxes on the Status Bar. These include the current drawing color, current line color, style, and width, current Snap mode, and more. Any changes you make will remain in effect until you change them again.

Typed Commands

You can select any command by simply typing the name of the command . The letters you have typed will appear on the prompt line at the bottom of the drawing area. Press the <ENTER> key and the command will start. The chapters on Menu Commands give full lists of the commands available for PatternMaker.

Sometimes the proper name of a command is slightly different than the name listed in the menu. To find the proper name of a command, look for the command's name in the menu bar after you select it.

Hot Keys

The function keys <F1> through <F12> and various other special keys on your keyboard can be used to run certain commands. These are called the "hot keys." The Hot Key commands can be selected at any time, even if you are in the middle of another command. For instance, while doing the MOVE command, you may zoom in to see a very small object you want to select, then zoom out until the destination comes into view.

(Most of the Hot Key commands can also be selected with icons. These icons appear after you select a command.)

You will find that using the Hot Keys is essential to using PatternMaker. Tutorial 2 gives you an introduction to how they work.

See also:

icons

Using the mouse

Understanding the function of the mouse buttons is one of the most important things necessary for success with PatternMaker. The mouse clicks activate, advance, and conclude all the commands you will use.

The **left mouse button** is used for selecting things. Use it to select:

- menu commands
- icons
- points
- objects

Many commands let you select more than one object or point at once. For example, the MOVE command will move one object or every object in the drawing.

Some commands let you select only one object at a time. With the OFFSET command, for example, you can add a seam allowance to one object at a time.

We will use the abbreviation **LM** to indicate a left mouse click.

The **right mouse button** is used to confirm what you have selected.

It indicates to the program that you have finished selecting things and are ready to proceed to the next element of the command.

We will use the abbreviation **RM** to indicate a right mouse click.

The <ESC> key can be used interchangeably with **RM**.

To help a beginning user with using the left and right mouse correctly a Right-click Context menu is set by default.

The basic rules of mouse operation are:

- If you're drawing something, use **LM** to enter a point.
- If you aren't drawing something, use **LM** to choose a command or answer a question.
- Use **RM** to end whatever you're doing.
- Don't "click and drag" like you do with many other computer applications. Just click the button and release it.
- The normal mouse cursor looks like an arrow. An hourglass-shaped cursor means you should wait for the computer to finish what it is doing.
- If the mouse cursor is outside the PatternMaker window on your computer screen, your inputs won't be read by PatternMaker.

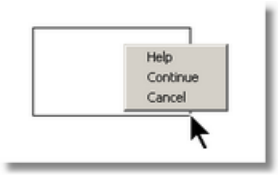
The Mouse Coordinates box in the menu bar will tell you the current position of the mouse.

These are standard X-Y coordinates. The first number is the X, or horizontal, position and the second number is the Y, or vertical, position. (See X and Y Coordinates for full details.) These numbers represent either inches or centimeters, depending on the measurement units you chose during program setup.

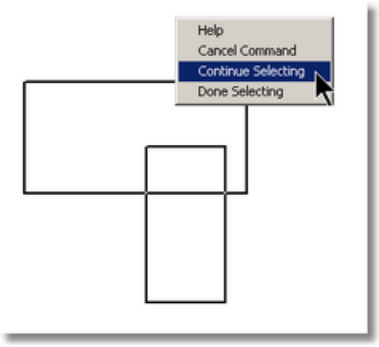
> ***Tip:*** *You can change between the inch and metric formats at any time, by simply clicking on the Mouse Coordinates box in the status bar.*

Right Mouse menu

The Right Mouse menus provide guidance while you're getting used to the left-click/right-click circumstances in PatternMaker. If you accidentally right-click when you should left-click, the Right Mouse menu guides you toward the correct choice. You can also access Help for the selected command.



If you're using a command with just one step, such as a drawing command, the Right Mouse menu will let you either cancel the command or keep drawing.



If the command involves selecting things, the menu is slightly different. It will let you cancel the command, continue selecting, or indicate that you are done selecting.

If you no longer want to use these context menus, the control setting is available on the "Configure" or "Configure Defaults" form on the **Settings** menu.

Tip: When you do not want to use the Context menu any longer:

We advice you to use the Right mouse when you are done with selecting points or objects (confirming the selection)
and to use the <ESC> button for cancelling commands.
In this way the use of which mouse will be more logical and you will always use the right mouse.

Hot Key Functions

The hot key functions are special functions that can be selected by typing one of the Function keys (<F1>, <F2>, etc.) or other special keys on your keyboard. Some of these are also available through command lists or icons; others are options of other functions.

Hot key functions are useful because you can use any of the hot key functions even while doing another function.

KEY	FUNCTION
<F1>	Zoom out (makes everything appear smaller)
<F2>	Zoom in on the center of the drawing area (makes everything appear bigger)
<F3>	Zoom in on the mouse. To examine a detail of your drawing, point at it with the mouse and press <F3> a few times.
<F4>	Grid on/off. Shows or hides the grid points.
<F5>	Points on/off. Shows or hides the vertices of all objects.
<F6>	Select snap. A menu will appear, listing all available snap modes. (Each snap mode also has its own hot key -- see below.)
<F7>	Unassigned
<F8>	Unassigned
<F9>	Unassigned in Basic Reader and Deluxe Editor
<F10>	Configure. Opens the Configuration form where you can set various program options.
<F11>	Layers. Open the Layers dialog box.
<F12>	Page Grid on/off. Shows or hides the page grid.

For the following, hold down the <CTRL> key while typing the given Function key:

<CTRL>+<F1>	Snap off
<CTRL>+<F2>	Snap to grid. Also shows the grid, if it's turned off.
<CTRL>+<F3>	Snap to end point
<CTRL>+<F4>	Snap to nearest
<CTRL>+<F5>	Snap to ortho
<CTRL>+<F6>	Snap to mid point
<CTRL>+<F7>	Snap to intersection
<CTRL>+<F8>	Snap to offset
<CTRL>+<F9>	Snap to distance from end point
<CTRL>+<F12>	Yardage Grid on/off
See also:	Using Snap Modes

For zooming in and panning

<PgUp>	Zoom Out
<PgDown>	Zoom In
<Home>	Zoom in on mouse
<End>	Zoom All (show all objects)
arrow keys	Pan (Left, Right, Up, Down)
See also:	Looking around: PAN and ZOOM

Other hot keys:

New	Ctrl+N
Open	Ctrl+O
Save	Ctrl+S
Print	Ctrl+P
Macro	Ctrl+M
Undo	Ctrl+Z

Activating a command

After you activate a command, you will usually be asked to select the object(s) on which the action will be performed. This is done by left-clicking on one or more objects. Every command has *at least two steps* that you must either complete or cancel before you can do anything else, and some commands that ask you to select things have more than two steps.

If you are in the middle of a command, this is indicated by the command name in **green** at the far right side of the status bar:

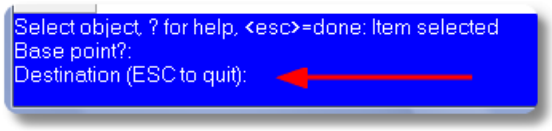
Then you must let the program know you are done selecting by right-clicking (**RM**) the mouse, or you cancel bij clicking the <ESC> key.
The command will then complete its action or, in some cases, request additional information from you. (See the Reference chapters for step-by-step instructions for each command.)

You must complete the current command (or cancel it) before you can begin a new command. To cancel a command, press the <ESC> key, or click the **RM** button. Because this will be confusing for you we do not recommend to to cancel a command by clicking RM.
When you have finished or cancelled a command, the command name appears in ***purple/italics*** in the status bar.

The most recent command you have used remains "available" until you select a different command. This is a convenient way to repeat a command without having to continually select it from the menu or click the icon. For example, if you have just drawn a rectangle, you can immediately draw a second rectangle simply by beginning to click its first point.

If you find yourself in a situation where the commands you want are not available and it seems that you can't do anything, check the status bar. You probably have a command listed there in **green**. Green means you're in the middle of a command, and the program is waiting for further instructions from you. You have two options at this point:

- If you didn't mean to be in the middle of a command, **right-click** your mouse or press <ESC> until the command name turns ***purple***. (This may require more than one click/press.) When the command is purple it means it is inactive, and you can continue with some other action.
- If you are in the middle of a command and don't know what to do next, check the command line. It will give you instructions on what it is waiting for:



The most recent command is on the bottom

See also:

Selecting Objects or Points

Repeating a command

If you click the mouse on the screen again after you've finished a command, the last editing or drawing command you performed will be repeated. This allows you to draw or edit many objects without having to select the same command icon over and over. If you aren't sure which command will be repeated, the command's name is displayed in purple on the far right end of the status bar.

Be careful about clicking the mouse in the drawing area indiscriminately – it's easy to repeat a command without meaning to.

Remember: if you don't understand what the computer's trying to do, read the commpand line.

Canceling a command

To cancel a command, press the <ESC> key , or click the **RM** button when you have set the context menu on. Some commands have more than one step, and therefore require more than one click.

Remember, you haven't cancelled the command until the command name in the status bar turns back to purple italics!

MOVE command is active

MOVE command is inactive

Undo/Redo

If you complete a command and realize it wasn't what you wanted, you can undo the change with the UNDO command.

PatternMaker 7.5 has a multiple undo/redo feature. The program configuration determines how many steps you can undo. More undo steps require more computer memory and will make the program run more slowly, so you can adjust the undo number to something that you like. The default is 9.

See also:

UNDO command

REDO command

Selecting objects and points

Selecting objects or points is the second step in any editing function, after you have activated a command. Most commands require you to select one or more objects, or one or more points, on which to perform an action. Here is the basic procedure:

- Use **LM** to click once on each thing you want to select.
- If you're selecting points, try using Snap To Endpoint (<CTRL>+<F3>). The mouse cursor will jump precisely to the nearest vertex. You can also use the ZOOM commands to focus closely on the area you want to view.
- If you're selecting objects, click near the edge, not in the center of the object.
- An object will get highlighted when it is selected. A vertex (a point) will turn red when it is selected.
- Use **RM** to indicate that you've finished selecting things. The command will then continue to the next step.

Some editing commands only work on one item at a time. In this case, if you select a second object or point, the first is unselected. Other commands, such as CUT and JOIN, require you to select two objects, one at a time. The rest of the commands can work on any number of objects.

Note: You cannot select a mixture of objects and individual points. For commands on the **Edit** menu you select entire objects; for commands on the **Point** menu you select individual points.

Selecting

There are three ways to select objects or points:

- One-by-one
  - Click on the object or the point: **LM**, **LM**, **LM**... until each object/point you wish to select is highlighted.
  - Indicate that you're finished selecting -- **RM**

- Selection window

  - Click the selection Window icon or type <w>
  - Indicate one corner of the selection area -- **LM** (left upper corner)
  - Move the mouse diagonally (don't click-and-drag -- just move the mouse) and indicate the opposite corner of the selection area -- **LM**

    Any object that has a point within this window will be selected (highlighted).

    Window selection never un-selects things.
  - Indicate that you're finished selecting -- **RM**

  Note: you can use the selection window in combination with the method above, before ending the selection set.

- Select all

  - Click the All Objects icon, or type <A>

    Every visible point (and therefore every visible object) in the drawing will be highlighted (selected).

    Note: objects are not selected if they are on a layer that is locked or turned off.
  - Indicate that you're finished selecting -- **RM**

  Note: you can use "All Objects" in combination with either or both of the methods above, before ending the selection set.

Unselecting

If you accidently select something by mistake, just click on it again (**LM**) to un-select it. An object will be "un-highlighted" (its original appearance) when you unselect it.

Using Snap modes

One of the most helpful -- and most under-used -- features of PatternMaker is the many Snap modes.

A Snap mode makes the cursor jump to a precise location, so you don't have to worry about being so precise as you move the mouse around. When you are "in" a Snap mode and you enter a point with the mouse, the "snap point" closest to the mouse location is entered, rather than where the mouse cursor is actually pointing. This makes it possible to enter a point with 100% accuracy.

You will often need to switch between snap modes while you are in the middle of a command. Therefore, all of the Snap modes can be selected with either icons or Hot Keys.

Example:

Move a skirt piece so that its center back point is aligned with the grid

1. Activate the MOVE command.
2. Select object to move: **LM** on skirt piece; **RM** to finish selecting

3. Turn on Snap to Endpoint: <CTRL>+<F3>. Cursor jumps to nearest vertex.
4. Select base point for move: **LM** on center back point
5. Turn on Snap to Grid: <CTRL>+<F4>. Cursor jumps to grid points.
6. Select destination for move: **LM** on a grid point
7. MOVE command is finished.

Here are the most common Snap modes:

Name: **Snap Off**
Hot Key: <CTRL>+<F1>
What It Does: Turns off any active Snap
Why Use It? When you want the cursor to move around normally

Name: **Snap to Grid**
Hot Key: <CTRL>+<F2>
What It Does: The cursor jumps from one grid dot to another. (And you can customize the size of the grid.)
Why Use It? Align the edges of objects; quickly move something a distance equal to the size of the grid.

Name: **Snap to Endpoint**
Hot Key: <CTRL>+<F3>
What It Does: The cursor jumps from one point in an object (a vertex) to another.
Why Use It? Essential for moving individual points; excellent for selecting a rotation point.

The other Snap modes are discussed in Overview all Snap modes.

Special selection tips

- If it's hard to tell what you're selecting, try using the Show Vertices command (<F5>) to show the vertices, and/or zoom in (<F3>) to get a better view.
- For text objects, click on the lower left corner.
- For polygon objects (pattern pieces and shapes), click **LM** on one of its points or anywhere along the edge (not in the middle) of the object.
- For commands that refer to objects, clicking on a vertex always selects the entire object. (Try using the Snap To Endpoint snap mode.)
- Note that the corner control points are not actually on the polygon; they are near it.
- You can't select an object that is on a locked layer (see Layer Lock).
- Click **RM** or press the <ESC> key when you are done selecting objects.

Often if several points or objects are close together you will have difficulty selecting the one you want. There are several ways to deal with this.

- If points from two objects are placed at the same location, the **X** marks cancel each other out, and will not be visible. Put one or more of the objects on a different layer and turn the layer off. (See Using Layers). This will get them out of the view and make your work easier.

If you can't find an object that you know is somewhere in the drawing, check these things:

- Objects out of view in the drawing area: The easiest solution here is to select "Zoom All" from the menu. You

can also use the Function keys or icons to zoom/pan to where the object is (See ZOOM and PAN functions).

- Layer off: If an object isn't showing because it's in a layer that's turned off, there is no way to select it. Use the LAYERS command to turn on all the layers you need before selecting a command. For more information about how to turn layers on and off, see Using Layers.

X and Y coordinates

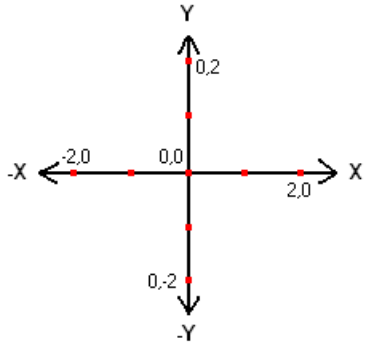
As you move around in the whole vast drawing area, which spreads out infinitely in all directions, you need some way to keep track of where you are. You also need a way to supply input to PatternMaker as you are drawing your pattern. PatternMaker uses a grid system of ***X,Y*** coordinates, somewhat like the *N, S, E, W* designations of street addresses.

If it's been a while since that high school math class, here's a quick refresher course:

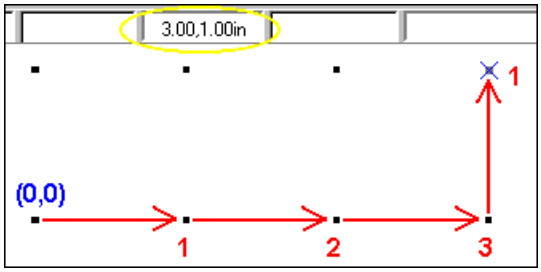
Imagine one horizontal line and one vertical line coming together in an intersection. The point where they cross is called the origin. This is the "zero" point. The origin is given the coordinates `0,0`.

Every position on the screen can be represented by a pair of numbers, which represents its position relative to the origin.
The first number in each pair represents the distance from the origin in the ***X***, or horizontal, direction.
The second number represents the distance from the origin in the ***Y***, or vertical, direction.
The X and Y are divided by an ","sign. This means X,Y

The horizontal line to the right of "zero" is the positive X direction; to the left is the negative X direction. The vertical line above "zero" is the positive Y direction, and below is the negative Y direction (see diagram). The lines extend infinitely in all four directions.



In PatternMaker, the status bar tells you the position of the mouse cursor at all times (see illustration below).



To find the position of a point, simply count the number of units (this is either inches or cm, depending on your program configuration) to the right or left, and then count the number of units up or down. That pair of numbers is the *coordinate position*.

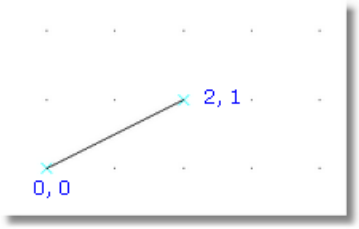
At any given moment, your view of the drawing area is limited to the boundaries of your screen. The origin ("zero point") may be far off the screen, but the position indicator helps you keep track of where you are.

As mentioned above, coordinates are used not only for PatternMaker to tell you something (where you are in the drawing), but also for you to tell PatternMaker something -- where you want to put something. There are four types of coordinates that you can use: absolute, relative, polar, and relative polar:

Absolute coordinates

Somewhere in the drawing area is the "0,0" point -- the place where the horizontal measuring line meets the vertical measuring line.. In reality, you probably won't pay attention to where this is. You'll be busy zooming and panning around and won't ever notice where "0,0" is. But it is important to realize that it exists, because it explains the numbers in the mouse coordinates area on the status bar.

Absolute coordinates are always measured from the point 0,0 -- the origin of the grid. For example, point (2, 1) is two units to the right of the origin, and one unit above the origin.

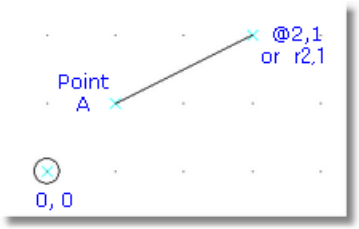


Relative coordinates

Much more relevant to your regular work is the idea of "relative" coordinates. This simply means that you are measuring from your last point, rather than from that elusive "0,0" location.

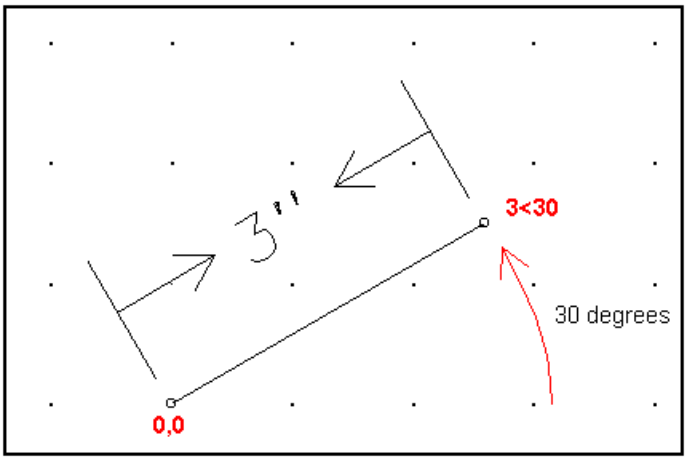
> *Scenario:*
>
> You've experimented with zooming and panning and you have no idea where you are on the screen. Now you want to draw a 3x5" rectangle. You could draw from 0,0 to 3,5, but who knows where that "0,0" point is by this time?

The "**r**" or the "@"sign is used to indicate that the next coordinates you type are going to be of the relative type. For example, Point A is at position (1,1); if you enter `r2,1` for the following point, it is positioned two units to the right of, and one unit above Point A. Its absolute coordinates are (3,2), but you don't have to know that in order to draw the line.



Polar coordinates

Polar coordinates are a bit different from standard *X,Y* coordinates. Polar coordinates measure distance and degrees, rather than distance and distance. Polar coordinates appear as two numbers separated by an angle sign < rather than a comma. The first number is the distance and the second number is the angle in degrees. Angles are measured from a base line that starts at the origin (0,0) and extends to the right. Positive angles go up and negative angles go down. For example, the position represented by 3<30 is located three units from the origin, at an angle of 30 degrees (diagonally upward).



You can also make polar coordinates relative to the last point you entered by preceding the pair of numbers with the r or @ sign, as in relative coordinates, above.

Patterns and Printing

3.1 Using the pre-designed garments

Here's where we get into really using PatternMaker. In this section we will:

- talk about what "macros" are
- talk about how to take proper measurements
- use your measurements to create a personal measurement table
- use that measurement table to create a custom-fit test bodice
- print out the pattern and talk about putting it together

Your Custom Fit

What Are Macros?

Each PatternMaker macro is a small computer program which is run by PatternMaker. You will be asked to make some garment style choices and enter your measurements. The program then does some calculations and draws a garment pattern. The calculations are the same sort of calculations and measurements a pattern makers uses to draft a pattern with pencil and paper and ruler. The resulting pattern is made up of polygon objects which can be modified like any other object in your drawing. In other words, once you've made a pattern from a macro, you can do anything you like with the results.

One collection of women's garments comes with your PatternMaker program. Many other collections are available separately.

Why Use A Macro?

Ever been frustrated with patterns that do not fit? Do you buy patterns that fit your hips, but not your body? Don't you wish you could redraft your patterns to fit YOUR measurements, instead of having to use the sizes supplied by a pattern publisher? Do you feel overwhelmed by the thought of drafting a pattern from scratch, or just want a place to start? Macros could be the answer!

PatternMaker's system of macros create custom-fit sewing patterns from your personal measurements. These are more than just slopers – most of the macros draft complete patterns, ready to cut out and sew. You can create an entire wardrobe from a single set of measurements. You don't have to know anything about flat pattern drafting to get a good fit – although if you do, you may enjoy using the macros as a starting point for your own designs.

The macro system also offers unmatched flexibility and expansion opportunities. Many different designers can write macros that will work with PatternMaker. You're not limited to just the garments that come with the system.

Will It Really Fit Me?

The PatternMaker macros have been well-tested in real life. They are based on a fitting system that has been in use by custom tailors, working with pencil and paper, for years. The collection of macros included with this package have been written by professional tailor Leena Lähteenmäki, and all of the patterns have been tested on subjects with a variety of body types and sizes. We have found that they will fit nearly everybody, large and small. More important, the measurements are easy to take and the measuring instructions are easy to follow. If you do need to make adjustments, it's much easier to start with a pattern that already matches your measurements. If you make a mistake, or want to make a change, it's a matter of seconds to redraw a macro with different measurements.

Yes, But Will It Really Fit Me?

Our macro patterns will fit nearly everybody over a wide range of sizes and builds, but no computer-generated pattern will fit everybody. If you have a special fitting problem, such as an asymmetrical body, you may need to make adjustments on your own. The macros will give you a good starting point to work from.

Most of these garments require an intermediate or advanced level of sewing skill. If you do not already know how

to assemble a garment, install a zipper, etc., you will need to refer to a general sewing text as well as the macro instructions and this manual. Please do not rush. We can give you the patterns, but it's up to you to sew the best clothes you can. For beginners, the Skirt macro is the easiest to make. For advanced sewists and pattern designers, the Bodice macro serves as a sloper, or fitting shell, to design your own patterns.

What Else Is There?

The Deluxe Editor and Pro Studio versions of PatternMaker include the Women's Vol. 1 Garment Collection. The Grading Studio and Marker Studio include three collections of your choice. Many other collections are offered separately. To find out what's currently available, check our web site at:

www.patternmakerusa.com

Where Do I Start?

To start making your own patterns, first have someone help you take your measurements. Your macro package includes a measuring chart which details all the measurements necessary for that particular collection. Make sure you're using the measuring chart specifically for the macro pattern you want to make. Different designers may use different drafting systems, and require different measurements, or that the measurements be taken in a slightly different way.

> **Note:** Find someone to help you measure. Do not try to measure yourself. It will distort the measurements and give you poor results.

Next, save your measurements in a new measurement table (see Using Measurement Tables, below).

Finally, run the MACRO command and select the macro file you want to use. Each macro will be a bit different but they all follow the same general format:

- select garment options and answer questions
- select a measurement table (or enter measurements manually)

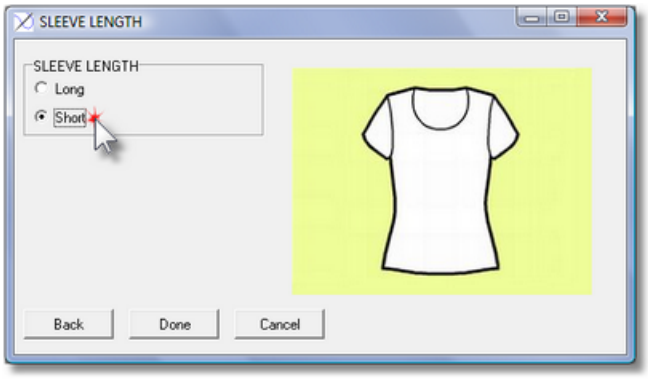
After you input the information for the macro, you will see an hourglass icon while the program runs the macro and draws the pattern. When the macro finishes, the hourglass will turn back to the pointer icon.

If you do not see your pattern, or if you see only part of it, press the <END> key on your keyboard to view the complete pattern.

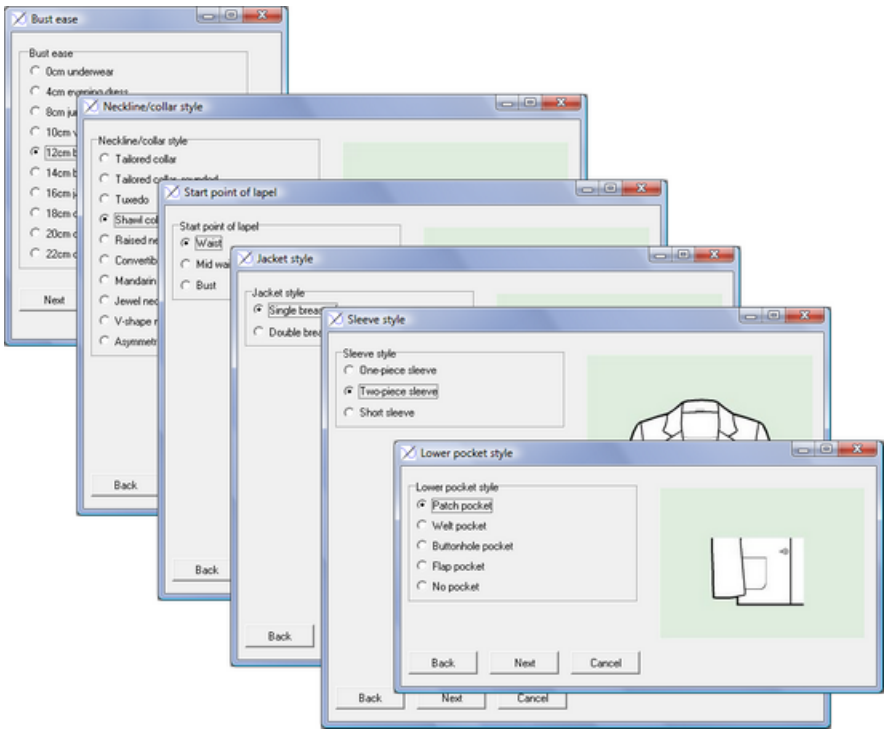
What is a macro?

A "macro" is the technical term for the pre-designed garments. It is simply an automated sequence of commands which automatically perform the same steps you would use to draw a pattern from scratch. To create a pattern, the POLY command is run repeatedly (draws shapes), pausing at times to ask for your input (style selections and measurements); some text is added, button and grain lines are drawn, etc. (pattern details). And in the end, a custom-fit pattern is drawn on the screen.

The designer who creates the macro can make it very simple...



...or very complicated:



With PatternMaker, the pre-designed garments are a "modular" feature. You don't have to be limited to one person's (or even one company's) idea of what a "popular" pattern is. There are many creative people around the world who are developing all kinds of macros that can be used with PatternMaker.

It's important to understand that the options available in each macro depend entirely on the whims of the designer. Some macros will have style pictures; some may not. Some have an option to add seam allowance; some do not. Some are for sale; others may be given away at no cost.

Frequently Asked Questions:

Where do the macros come from?

Can I create my own macros?

Can I adjust the body measurements after a pattern is on the screen?

How to run a macro

These are the basic steps:

1. Click the "Macro" icon, or select "Macro" from the File menu.
2. Select a designer.
3. Select a garment collection.
4. Select a pre-designed garment ("macro").
5. Follow the options in the macro: choose style options, if available, and enter your measurements.
6. Your pattern is drawn on the screen!

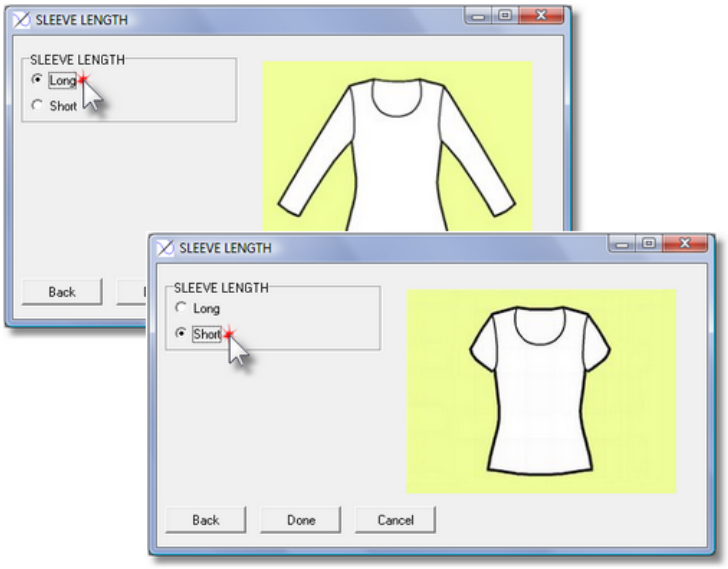
See also:

LaunchPad interface

Style option pictures

Most of the pre-designed garments have at least one style option. The styles are illustrated in the dialog boxes, to indicate what the designer had in mind with each option.

Choose your preference for each option, and then click the "Next" button (or the "Done" button, when you come to the last option).



If you change your mind, you can go back to a previous page and make a different selection.

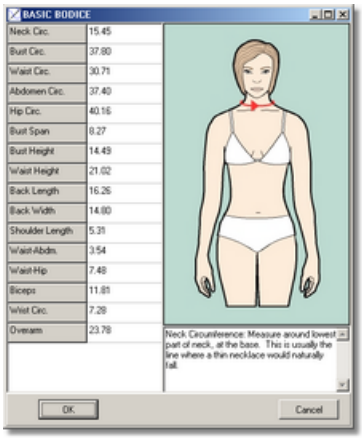
*Note: The style option pictures **do not** show a cumulative representation of your choices throughout the macro.* Each set of images is only intended to illustrate the differences of that specific option. For example, consider the graphics above. If you had chosen "v-neck" on the previous page, you should not be alarmed when these pictures depict a jewel neckline, because this particular option page is only for choosing sleeve length.

When you finish the style choices, your pattern will reflect your selections, even though the option pictures do not.

Measurement pictures

After you choose style options, it's time to enter measurements.

Each measurement is accompanied by an illustration, which shows you exactly where to measure, plus some explanatory text.



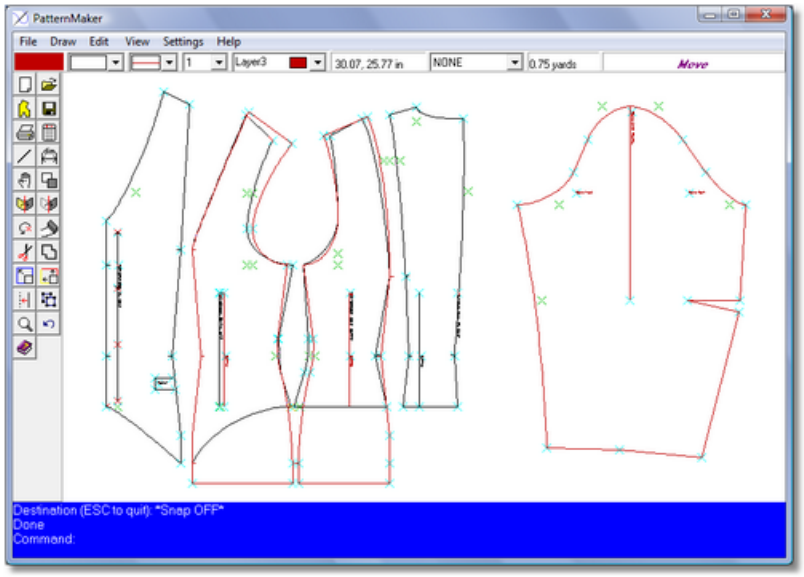
Replace the default numbers with your own measurements, then click the "OK" button.

Use no commas in a number. Type 41.5 and not 41,5

You can save personal measurement tables and avoid typing in all your measurements for each pattern. See Using Measurement Tables, below.

Combining macro styles

You can mix style options from different macros, if one pattern has a particular feature you want to add to a different pattern. You can run more than one macro "on top of each other," and move or erase the pieces you don't need. Note that you may need to move some points to make sure that adjoining pieces will match properly if they are from two different macros. For example, if you want to add sleeves to a vest pattern to make a weskit blouse, you'll need to make sure that the armscye of the vest matches the armscye of the pattern that the sleeves came from.



Some points of the vest (black) need to be moved to match the armscye of the blouse (red).

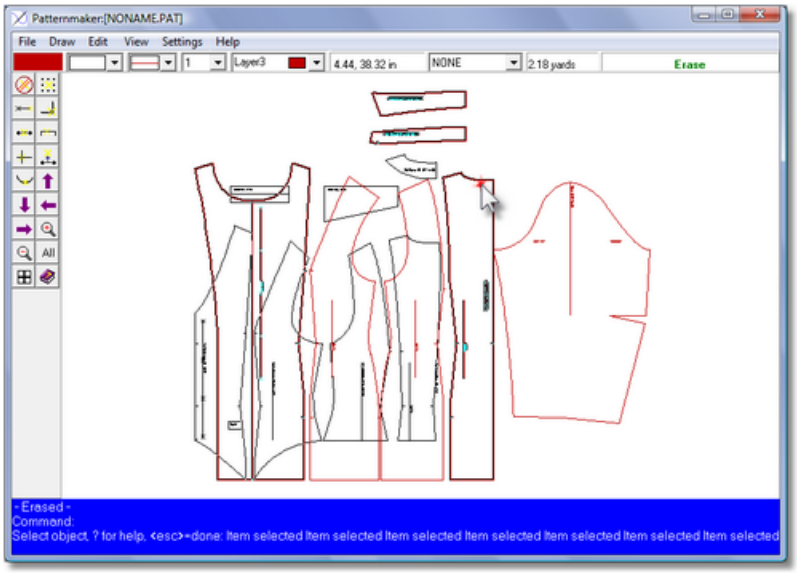
Tutorial: Combining macro styles

Skills: Run a macro, ERASE command, MOVE command, OFFSET command, Snap to Endpoint, Snap Off, change layers, page grid

In the Basic Reader you don't have the commands available to move the points on-screen, but you can still combine styles from different macros. Here's an example that shows how. There's a lot of information given here, but links are provided so that you can read more about each step if you need more help.

Let's say you want to put the sleeves from one garment onto the body of a different one. We'll use the Classic Vest from the Women's Vol. 2 collection and Fitted Blouse from the Women's Vol. 1 collection, but you can apply the same principles to any combination.

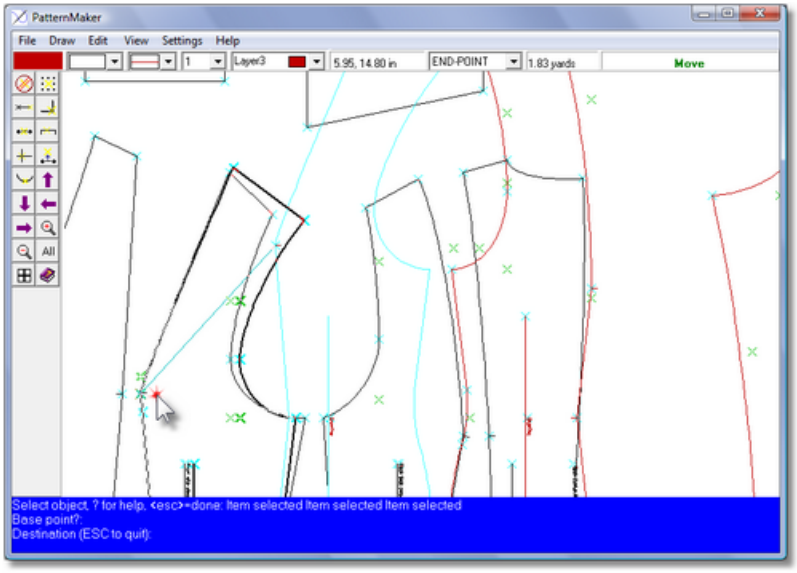
1. Run the macro for the Classic Vest, using the princess seam model. Make a note of which bust ease option you use. Neckline options don't matter.
2. Enter your measurements, or, for the purpose of this tutorial, just use the defaults.
3. **Seam allowance:** You'll have to decide whether to use seam allowance or not. If you do, it's there when you cut out the pieces, but it's harder to distinguish between the two patterns. If you use no seam allowance, you just have to remember to add it when you cut out the pattern.
4. Use the ERASE command to erase the armhole facings of the vest, which won't be needed on a garment with sleeves.
5. Change to a different layer so that the second pattern will be drawn in a different color. In this example, we've used Layer 3, which draws in red.
6. Run the macro for the Fitted Blouse. Use the same bust ease, and choose the princess model; collar style doesn't matter; choose fitted sleeve, long sleeve, no shoulder pads. Make your choices about the measurements and the seam allowance, as above.
7. When the pattern comes up on the screen, ERASE the blouse center front, center back, and collar pieces.



The four pieces to be erased are highlighted

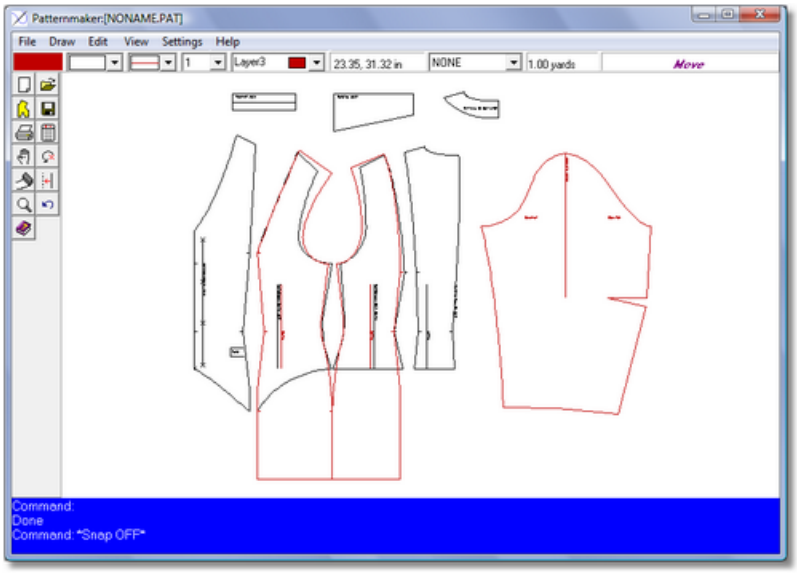
8. Activate the MOVE command. Click **LM** on the side front piece of the Blouse, and **RM** to indicate that you're done selecting.
9. Now the command line says `Base point?` This is the "handle" where you will pick up the piece to move it. You need to precisely align the blouse piece with the vest piece, so using a snap mode is best in this circumstance. Press <F5> to show vertices, and turn on Snap to Endpoint (in the status bar or <CTRL>+<F3>).
10. **LM** on the point at the bust apex (zoom in with <HOME> if you can't see all the points clearly), then **RM** to indicate that you're done selecting.

11. Move the blouse piece on top of the vest piece, and let the Snap align the bust apex points of the two pieces. Click **LM** to put the piece down. Remember, there's always Undo, if you don't get the right points on the first try!

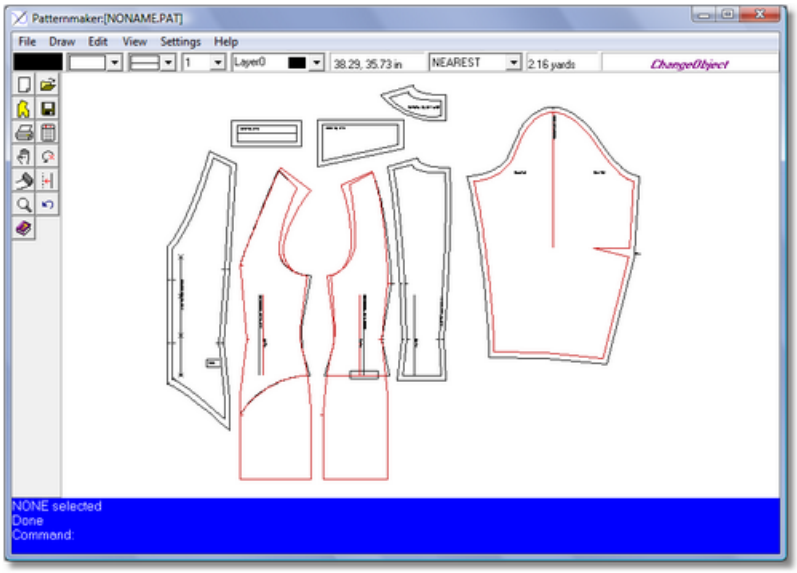


The bluish line shows the path from the origin to the destination

12. Repeat steps 8-11 to move the blouse side back piece on top of the vest side back. Use the waist points to align the two pieces. Now your pattern should look like this:

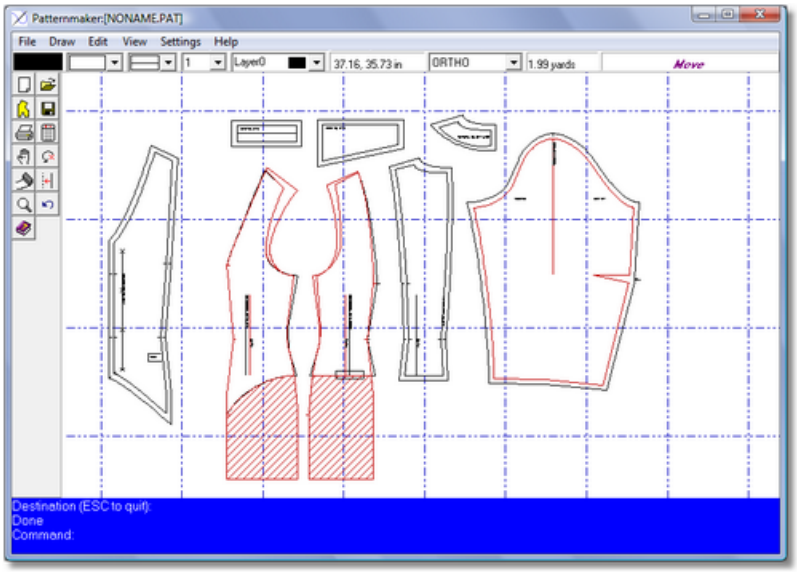


13. If you didn't enter a seam allowance when you ran the macros, this is a good time to add it (OFFSET command) to everything *except* the side front and side back pieces:



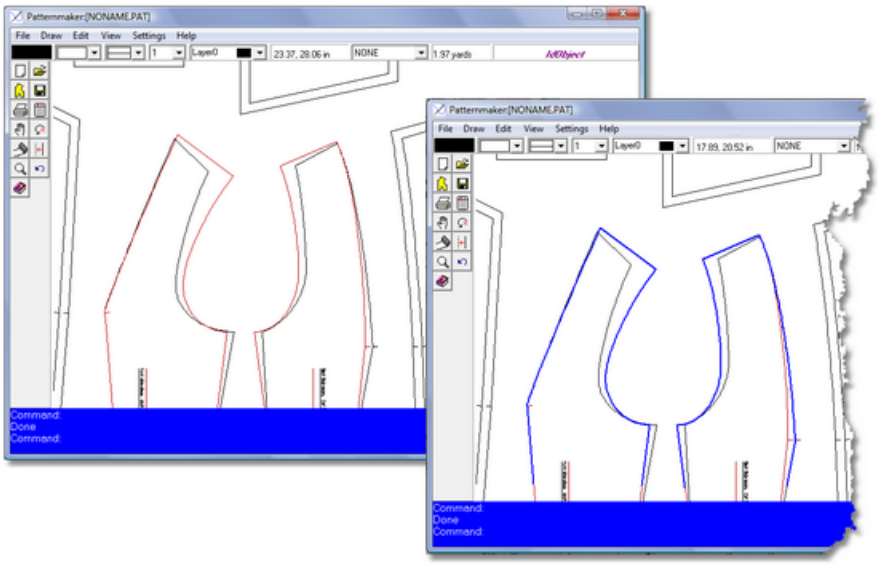
14. After the seam allowance is added you might have to MOVE the pieces apart so that the lines don't overlap. The seam allowance and the original pattern piece are two separate objects, so be sure to click on both when you select which objects to move. (If the Snap to Endpoint gets in your way, turn it off with Snap Off or <CTRL>+<F1>.) Also consider turning on the page grid (<F12>) to see if any page intersections fall at inconvenient places on the pattern pieces, or if you can move pieces to make more efficient use of the paper.

    Remember that you'll be ignoring the lower part of the blouse pattern (shaded area below):



15. Now go ahead and print the pattern (you can click on pages in the Print Preview window to turn off pages you don't need to print) and put the pages together.

16. Cut out the pattern. When you get to the side front and side back pieces (remember to add the seam allowances), you'll be switching back and forth between the two sets of lines. The sleeve belongs to the second color (in this case, red), so follow the red lines around the whole armhole area. Then just merge back to the black lines to finish cutting the piece according to the original vest pattern.



The blue outline shows where you'll cut to combine the patterns

17. Now the sleeve from the blouse will fit the armhole of the vest!

Using Measurement Tables

You can save your measurements in a table that can be reused in other macros. This saves you from having to type in the measurements each time a macro is run.

Each garment collection comes with a measurement "template" that demonstrates which measurements are required. This template has a file extension of ".**mmt**," or "**Master Measurement Table**."

Measuring

Note: These measuring instructions apply only to the pre-designed garments from Finnish designer Leena Lahteenmaki. Other designers may require measurements to be taken differently. Please be sure to carefully read the instructions that come with each garment collection.

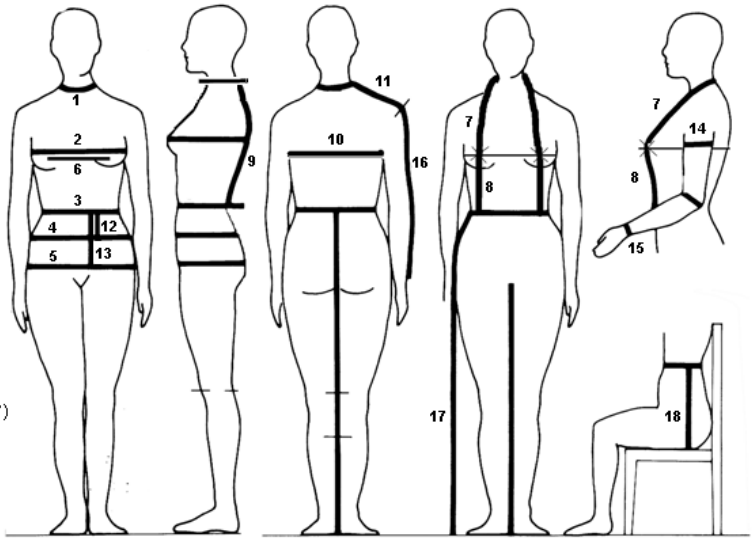
Measuring Chart for Leena's Women's Garment Collections
Master Measurement Table: Leena default_women

You will need:

- four pieces of 1" wide elastic
- a measuring tape
- something to drape around your neck -- a necklace or piece of string, etc.
- an assistant to help you measure

1. neck circ.
2. bust circ.
3. waist circ.
4. abdomen circ.
5. hip circ.
6. bust span
7. bust height
8. waist height
9. back length
10. back width
11. shoulder length
12. waist-abdm
13. waist-hip
14. biceps
15. wrist circ.
16. overarm length
17. outside seam
18. crotch depth

Measure bust height (7) and waist height (8) around the neck and **divide by 2.**



Do not try to take the measurements yourself! Ask someone to help you measure. Stand straight but relaxed while being measured. You will receive the best results if the measurements are taken over underwear only.

Place the elastic bands around your bust, waist, abdomen, and hips. Keep the elastic bands on their correct places during the whole measuring process. Search carefully for the correct places of these bands. Hip elastic should be placed at the level where the hip circumference is greatest. Examine whether this is at the buttocks (7-8 inches/18-20 cm below the waist) or at the top of the thighs (10-12 inches/25-30 cm below the waist). Vertical measurements are taken from and to the bottom of the elastic bands. It is important to use the elastic bands throughout all measuring. Don't remove the elastic before all necessary measurements have been taken.

Do not tighten the measuring tape, as this will distort the measurements.

Except for pants' cuff circumference and skirt/dress length, all measurements are body measurements. DO NOT ADD ANY EASE to the measurements. The program does it for you. If you prefer to wear pants or skirts lower than your natural waist, take a second waist measurement at the location you want the waistband to fall. Make note of this second measurement for measurements 3, 12, 13, 17 and 18. For all other garments, you should use your natural waistline.

BE ESPECIALLY CAREFUL WHEN TAKING THE MEASUREMENTS WRITTEN IN RED. These are crucial for good fitting patterns. After you take all the measurements, take these important measurements again.

You can measure in either inches or centimeters. Make your measurements accurate to the nearest 1/4" or 1/2 cm

Name: _____ **Date:** _____

1	Neck Circumference: Measure around lowest part of neck, at the base.	_____
2	Bust Circumference: Marked with elastic. Measure around the fullest part of the chest, keeping the tape high at the back.	_____
3	Waist Circumference: Measure waist at the elastic tape	_____
4	Abdomen Circumference: Measured at the level where abdomen circumference is maximum.	_____
5	Hip Circumference: Measured over the largest part of your bottom/thighs (at elastic)	_____
6	Bust Span: Horizontal distance between bust apexes (also called bust bridge).	_____

Measure along bust elastic.

7 Bust Height: Measure from apex of one breast, around back of neck, to apex of other breast. **Divide the result by 2**. _____

8 Waist Height: Measure from lower edge of waist elastic, straight up to breast apex, around back of neck, to other breast apex, and down to lower edge of waist elastic. **Divide the result by 2**. _____

9 Back Length: Put on a necklace or drape a piece of string around your neck. This marks the measurement location on the back of your neck. Measure from center of back neck to lower edge of waist elastic. _____

10 Back Width: Hang your arms relaxed at your sides. The measurement is taken horizontally between shoulder blades (i.e. from sleeve seam to sleeve seam), from and to the point where your arm meets your body (but not to the armpit) about 4" (10cm) below the neck. _____

11 Shoulder length: Measure from bottom of neck to shoulder tip. Shoulder tip is found when you raise the arm to horizontal position and feel where there is hollow/pit between shoulder and arm bones. Hold your arm horizontal, if necessary, to find this point. _____

12 Waist-Abdomen: Measure vertically from lower edge of waist elastic to lower edge of abdomen elastic. Measure at front center. _____

13 Waist-Hip: Measure vertically from lower edge of waist elastic to lower edge of hip elastic. Measure at the side. _____

14 Biceps Circumference: Measure at the widest point of upper arm. _____

15 Wrist Circumference: Measure over wrist bone. _____

16 Overarm: Arm length from shoulder tip (as described above) to wrist. Bend arm slightly and measure over outside of elbow. _____

17 Outside seam: Measure from waist over the outside curvature of the hip to the desired cuff length. This can be varied to create anything from shorts to full-length pants. _____

18 Crotch Depth: Sit on unpadded bench or chair. Measure vertically from waist elastic to chair level on both sides, and use the longer measurement. Measure in a straight vertical line, not along the outside hip curve. (Crotch depth can also be figured from an old, well-fitting pair of pants. It is the difference between outside and inside length of pants.) _____

Desired cuff circumference (not ankle circumference). This may change from garment to garment. _____

Desired jacket length from waist elastic to hem. This may change from garment to garment. _____

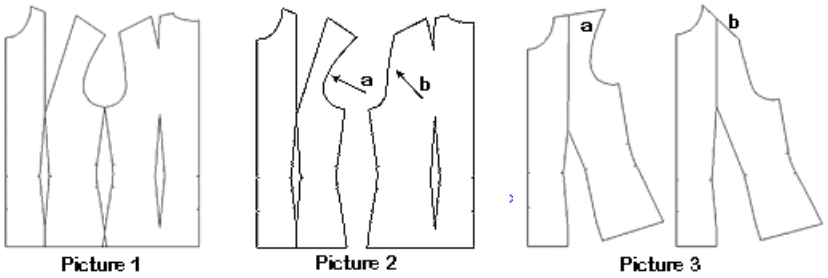
Desired skirt/dress length from waist elastic to hem. This may change from garment to garment. _____

IMPORTANT THINGS TO TAKE INTO CONSIDERATION WHEN MEASURING

Most important measurements are:

- waist height (from back neck over bust apex to front waist)
- back length (from back neck to back waist)
- back width (horizontal measurement between shoulder blades i.e. from sleeve seam to sleeve seam at a level of about one hand's width below neck)
- pants' crotch height (difference between pants' leg outside and inside length); this can be measured from a pair of old, well fitting pants

If one of these four measurements is wrong, the result may be a distorted pattern and it is difficult to figure what measurement is wrong. If some other measurement is wrong, you get either a too-tight or a too-loose garment and you can easily see what measurement to correct and to what direction.



Picture 1 Picture 2 Picture 3

Normally the pattern for basic sloper is more or less like picture 1. Front and back shoulders slope downwards to shoulder tip. Armscyes curve inward. Back armscye can be rather straight but should never bulge outward.

If the pattern looks like picture 2, i.e. front armscye curves strongly inward (a) and back armscye bulges outward (b), back width has been measured wrong and is too much. Take the back width measurement again. Please note that this measuring error causes the garment to be too loose at back and too tight at front. Therefore the situation cannot be corrected by only reducing width of back piece. The pattern must be redrawn using the correct back width measurement.

If waist height in relation to back length is wrong (refer to picture 3), the result is either a shoulder that slopes to wrong direction (3a), or a shoulder which is too steep (3b). If you measure waist height as instructed in PatternMaker measuring instructions i.e. double around back neck and divide the result by 2, there seldom is any error in waist height. Therefore the error usually is in back length.

If shoulder slopes in wrong direction, either: (a) back length is too much and if shoulder is too steep (b), back length is too little. Change back length 2-3 cm in the needed direction and see if it is enough to correct the situation. If it looks good, you can see at which point at the back of the neck the measurement should be taken to be correct.

If the subject stands in a very upright, military position with bust out and abdomen in, also waist height may be too much. Please make sure that the subject stands in a relaxed position (although not slouched) when she is being measured.

In some cases a steep shoulder may be due to the subject's body shape. This is the case if the subject has a very prominent bust. And conversely, if a subject has a very flat bust and/or a very round back, the shoulder can be rather straight.

Thus, there are cases, where the patterns are all right even if they look "odd". When the patterns are drawn according to a person's own measurements, they should not be compared with patterns drawn according to "normal" or "average" measurements. If you are not sure of the measurements taken, you have a very good and simple way to check them: sew a muslin with the basic bodice patterns. If it fits on the subject, you can be sure that all other garments sewn with Leena's patterns will fit well.

If you get an error message:

value out of range in line …
coord (32,33,sqrt(op*op-oke*oke),-oke);

it means there is a measuring error so drastic that the program is unable to draw the patterns at all. Front shoulder does not meet armscye line. Then either back length is too little or waist height too much. It may also be that shoulder length has some influence: shoulder length may be too short.

Also, in some other cases there may be reason for checking shoulder length measurement. If shoulder is too short, there will be a corner inward where front and back shoulder meet at shoulder tip and vice versa.

Setting up a measurement table

Set up a measurement table by selecting "Create Measurements" from the **Settings** menu.

- Each designer provides a "master measurement table" that acts as a template, indicating which body measurements are required for his or her designs.
- Select the **.MMT** file provided by the designer whose macro you are planning to use (the name of this file will be provided in your macro instructions).
- Enter your name at the top, and replace the default numbers with your own measurements.
- Save the table. Your new table is saved with an **.MTB** extension, so you can never accidentally overwrite the original template file.

See also:

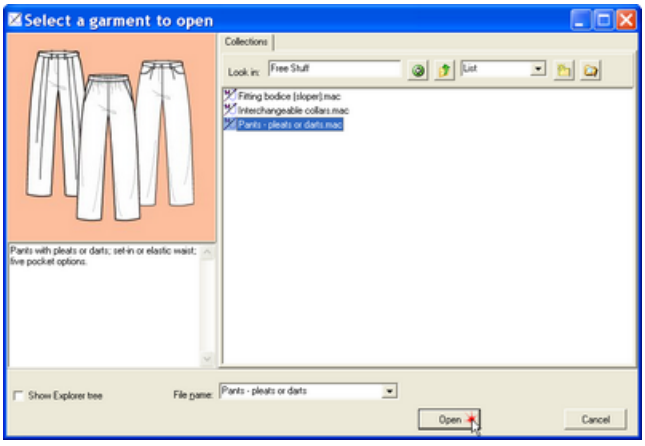
CREATE MEASUREMENT TABLE command

Use your measurement table in a macro

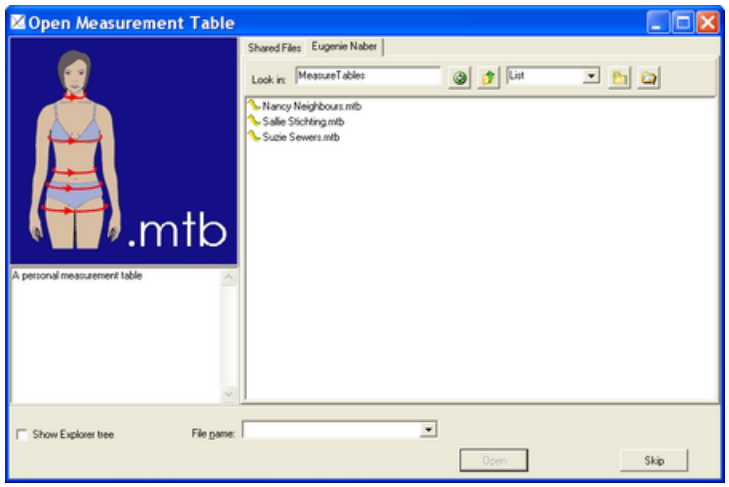
- Click on the "MAC" icon

The **Macro** LaunchPad opens.

- Choose the designer *Leena* and the collection *Free Stuff*.
- For this example, we'll use the free Ladies' pants pattern. Select the file called "Pants - pleats or darts" and click the "Open" button.



- This will launch the pattern. As the macro runs, you will be asked to select various garment options. For this example, it doesn't matter what options you choose; just click the "Next" button to move through the choices.
- At the end of the style options, the **Measurement** LaunchPad opens. This is where you select the measurement table you want to use.



- The measurements within the table will be "plugged into" the macro as it continues to run.

Too many measurements?

If the measurement table contains more measurements than are needed (as in this example with the pants), the extra measurements are simply ignored.

Not enough measurements?

Some macros will display a measurements dialog box even if you have used a measurement table. These are garment options that depend on numbers other than body measurements, such as the length of pant legs, or the flare of a skirt. These options can change from garment to garment, while the body measurements remain the same.

Changing a saved measurement table

If you need to make changes to a measurement table, use the "Edit Measurements" command on the **Settings** menu.

- An Open File dialog box will appear. The files are automatically filtered to show only the **.MTB** files.
- Select the table you wish to edit, and click the "Open" button.
- The table opens with the existing numbers.
- Change the numbers that need to be modified, and then click the "OK" button. The table is saved with the changes.

When you click "OK," your changes are automatically saved to the same table. If you want a second table with the new measurements, copy the measurement table first, then edit the new copy.

See also:

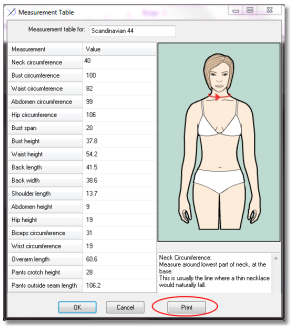
EDIT MEASUREMENT TABLE command

COPY MEASUREMENT TABLE command

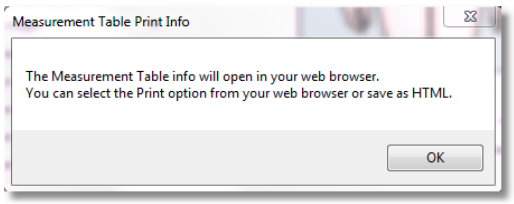
Print a measurement table

It is possible to print out your measurements from the measurement table. You can also save your measurements in a .**HTML** extension, which can be opened afterward in for instance Excel.

When you create or edit/copy a measurement table a button Print will show at the bottom in the Measurement Table Form.



When you click at this button a message will appear about the printing.


Measurement Table Print Info
The Measurement Table info will open in your web browser.
You can select the Print option from your web browser or save as HTML.
OK

Your web browser will open and you can print out the measurements by selecting the **Print Option** in your webbrowser.

You can also select the **Save as** option in your webbrowser and scroll for the desired folder where you want to save the measurements in a .HTML extension.

Afterwards you can open that .HTML file in a program like Excel and edit them.

3.2 Fabric yardage and pattern layout

Estimating Fabric Yardage

PatternMaker can help you with the calculations in determining yardage, but it is still up to you to make certain decisions, such as how many times each piece will be cut, which pieces need to be placed on a fold, and whether the fabric will be laid out in a single or double layer.

After you define a fabric width, the yardage grid will display a rectangular shape that is as wide as the number you entered. The yardage is represented in the drawing area by a red dotted/dashed line.

Note: Turn the yardage grid on and off with the <CTRL>+<F12> shortcut key.

Keep in mind that the initial arrangement of pattern pieces drawn by the macro will not represent a realistic fabric layout arrangement. You will need to use some of the editing commands to move the pattern pieces into a more practical arrangement.

The yardage grid will automatically change shape as you arrange pattern pieces and add objects to your drawing.

See also:

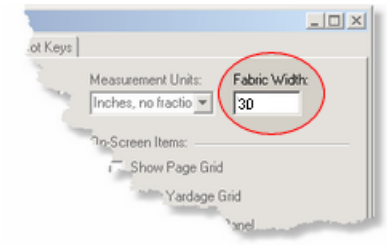
MOVE command

ROTATE command

Define fabric width

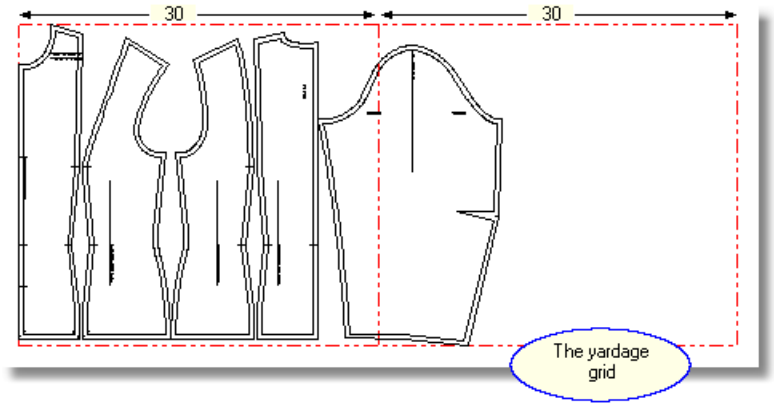
From the **Settings** menu, select "Configure Defaults," and then click on the *Program Settings* tab. In the field labeled "Bolt Width," enter the width of fabric you wish to use. If your pattern pieces will be laid out on double layers of fabric, enter half the fabric width in the Bolt Width field.

For example, if your 60" fabric will be folded in half, enter "30" for the bolt width.



Hint: Try your pattern layout with various bolt widths to see which gives you the best result.

After you define a fabric width, the yardage grid will display a rectangular shape that is as wide as the number you entered. The yardage grid is represented in the drawing area by a red dotted/dashed line.
Turn the yardage grid on and off with the Hot Key <CTRL>+<F12> or use the check box on the *Program Settings* tab of the Configure form (found on the **Settings** menu).



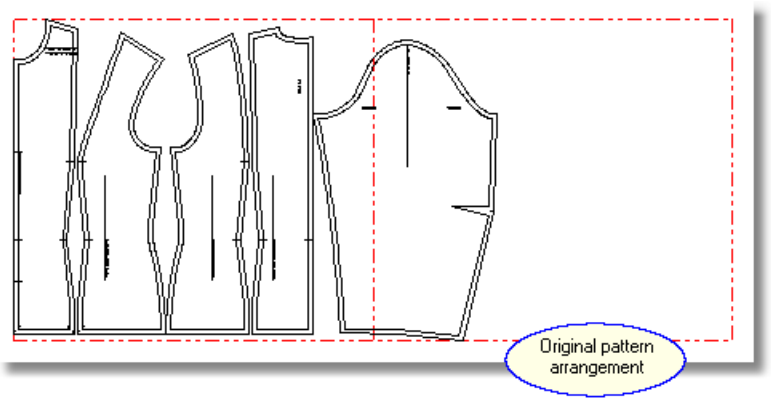
Arrange pattern layout

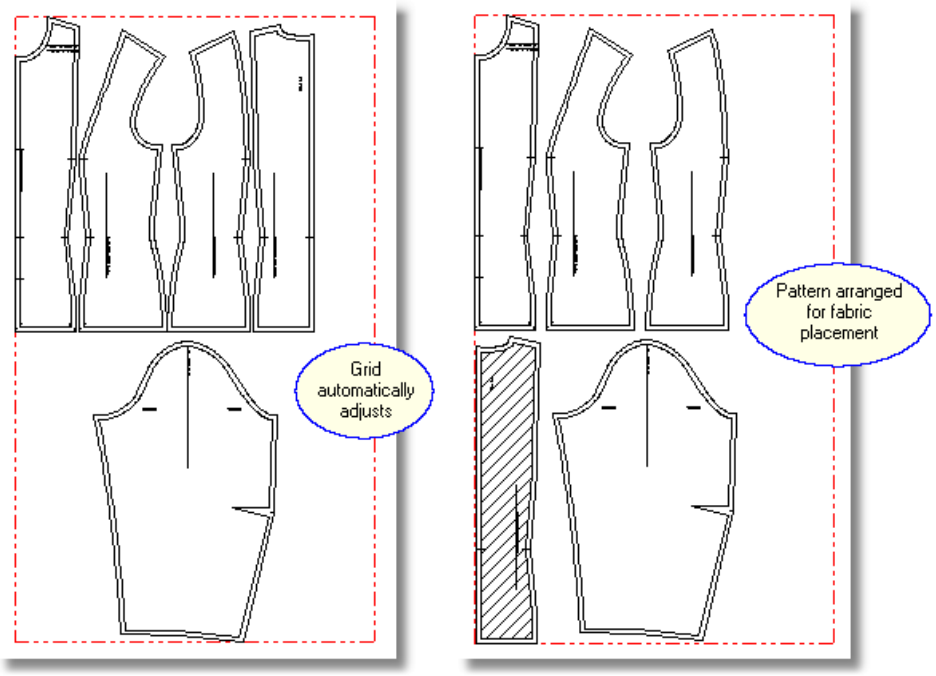
Keep in mind that the initial arrangement of pattern pieces drawn by the macro will not represent a realistic fabric layout arrangement. Some pieces may overlap, and you will almost certainly find that one or more pieces extend past the first width of fabric.

Try these techniques to come up with an arrangement that works:

- Use the MOVE command to move all pieces into one "column" of fabric.

Arrange your pattern pieces so that they fill one "width" and extend downward. The yardage grid will automatically change shape as you arrange pieces and add objects to your drawing.





Check the yardage indicator on the status bar to keep track of your fabric yardage.

3.3 Printing and assembling the pattern

How do you print a full-size pattern from just a desktop printer? It's simple! If the paper in your printer is too small to print an entire pattern, PatternMaker automatically breaks up the pattern into multiple pages.

Every page has alignment marks in the corners, to help you match the sheets together. Arrange the pages in rows and columns, and you have your pattern!

PatternMaker will work with any printing device, including ink-jet printers, laser printers, ink-jet or pen plotters, and even programs such as WinFax.

Keep in mind that the appearance of your printed pattern will vary slightly, depending on the capabilities of your printer. For instance, some printers only print black and white. Dotted lines may vary from printer to printer. Fill patterns also vary from printer to printer. PatternMaker attempts to make identical outputs on all printers, but this is not always possible.

It should, however, be possible to assure that the patterns are always the same size, and very similar in appearance.

Printing Overview

When you have a drawing on the screen that you want to print, begin with these simple steps:

Select your printer:

Select "Print Setup" from the **File** menu. From the drop-down list, select the printer you want to use. If you want to install a new printer, you must do so prior to this step. (See your printer manual or Windows manual for details on how to do this.) When you select a printer, your choice stays in effect for your entire PatternMaker session.

Decide what you want to print:

- *Whole Drawing* – Use the PRINT command to print all the visible objects in your drawing
- *Selected Objects* – Use PRINT SELECT to print only certain objects
- *Selected Area* – Use PRINT REGION to print a rectangular-shaped section of the drawing

Preview the print job:

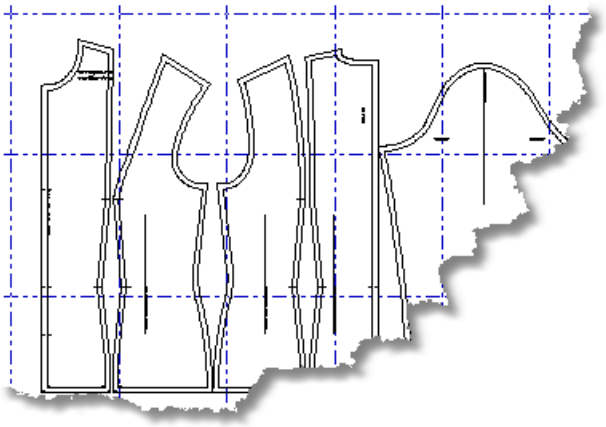
Continue...

Preview

Page layout grid

The page layout grid, shown as blue dashed lines, shows how your pattern pieces will be positioned on the sheets of paper when the pattern is printed. If a critical element (such as a grainline or notch) falls on a page intersection, you will know ahead of time that you should move the piece to avoid this situation. You can also use this grid to arrange your pattern pieces to make the most efficient use of paper.

Use the MOVE, ROTATE and other editing commands to move the pieces to the best position.



The page grid is automatically sized to represent the printable area of your paper. These grid blocks represent sheets of paper arranged in rows and columns. The lines will change if you change your paper size, or if you switch from portrait to landscape orientation. The printable area is determined by the paper size you are using and the abilities of your printer.

You can turn this grid off and on with the <F12> shortcut key, and you can change your Configuration settings to determine whether the grid is on or off by default when you open the program.

See also:

TOGGLE PAGE GRID command

Configure Program Options: Program Settings

Tutorial: Arranging a pattern for printing

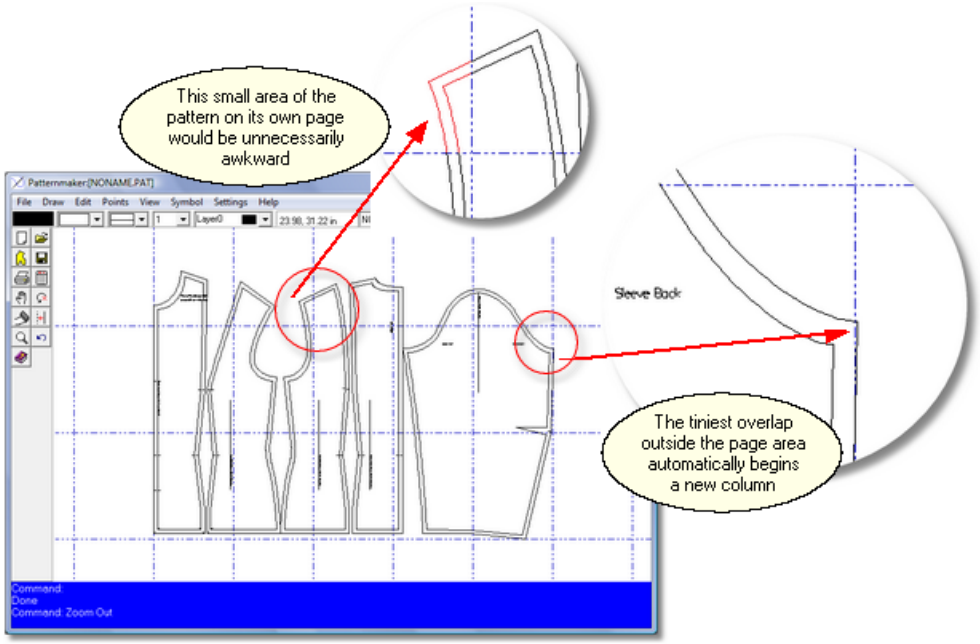
Skills: Page layout grid, MOVE command, ZOOM commands

You already know that you have to tape together the pages that you print. And some patterns might have a lot of pages. But you can make the job easier by taking a few minutes before printing to examine the layout of the pattern pieces on the screen.

Remember that the specific layout you see will depend on the garment and measurements you use, but we'll use the default measurements of the Fitting Bodice for this example.

Steps:

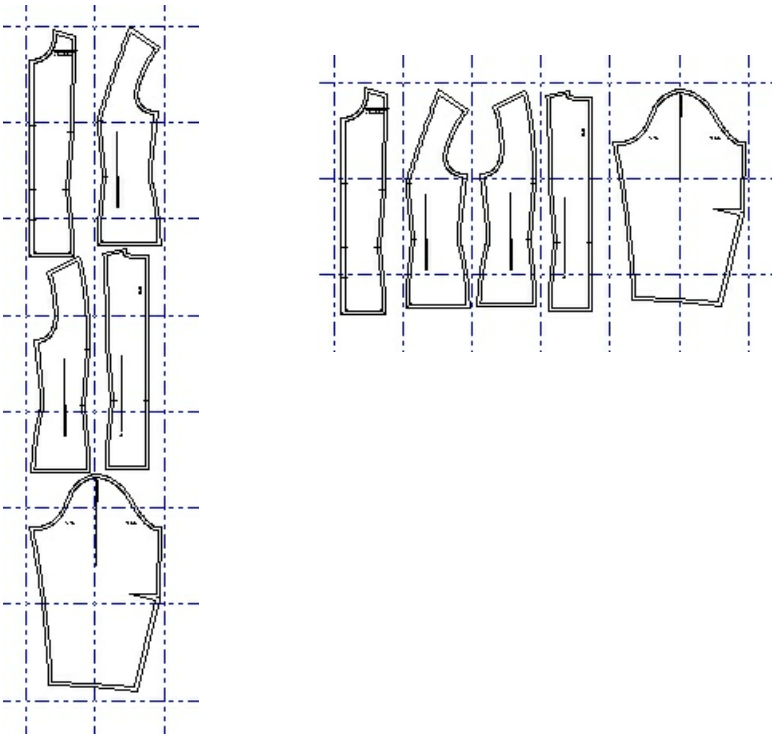
1. Run the Fitting Bodice macro.
2. Turn on the page layout grid (<F12>).
3. Check for possible problems:
   - small sections of a piece extending onto a new page
   - darts or text on a page seam line
4. Use the MOVE command


This small area of the pattern on its own page would be unnecessarily awkward
Sleeve Back
The tiniest overlap outside the page area automatically begins a new column

Move the patterns at the page grid, using the <HOME> and <END> to zoom in and out.

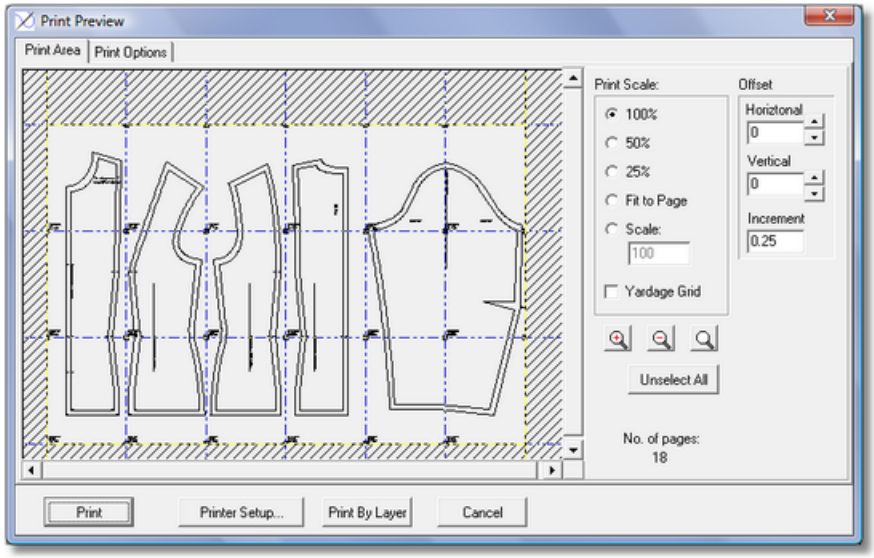
It is possible to move the patterns around the page grid that the amount of pages that have to be put together is less.
Here are some possibilities of layouts:

In 2 columns under each other: **Each pattern at a separate column:**



Print Preview

When you select any of the the "Print" commands, the Print Preview window opens automatically.



The blue dotted lines correspond to the page grid in your drawing area (see TOGGLE PAGE GRID). The print Preview shows you how many pages are necessary to print the entire pattern.

In the Print Preview window you can:

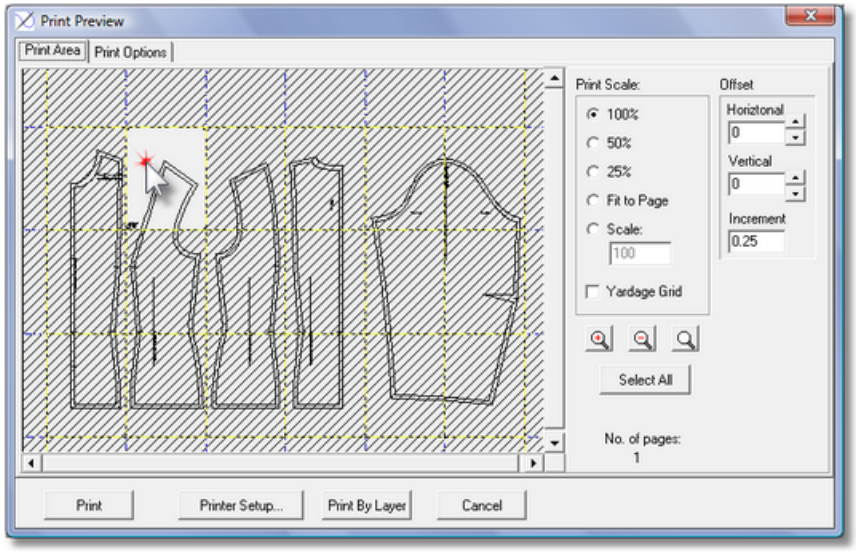
- print one specific pattern piece
- print specific sheets of paper

print a scaled pattern

print a pattern layout diagram

Select/unselect pages to print

Unshaded pages will be printed; shaded pages are not printed. Click on a specific page to switch between selected and unselected.

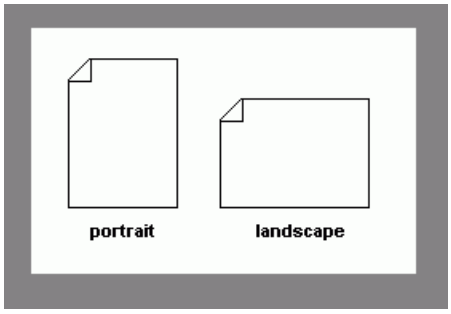


Notice how the "Select All" button toggles to "Unselect All" when you click it.

Print setup options

If you don't like what you see in the Preview window, there are several things you can do:

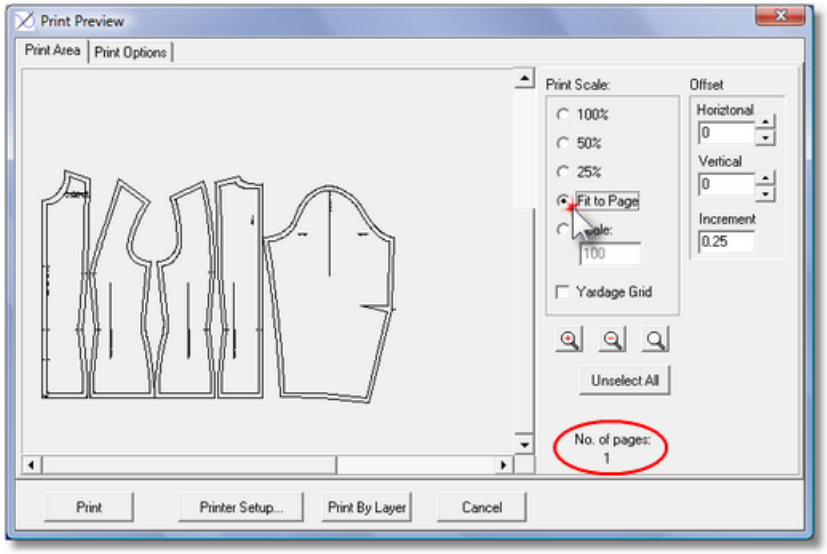
- Move the pieces in the drawing window. Use the Page Grid (<F12>) to help with the arrangement.
- Switch to a different printer, which may offer different paper-handling capabilities.
- Change your printer from Portrait to Landscape mode



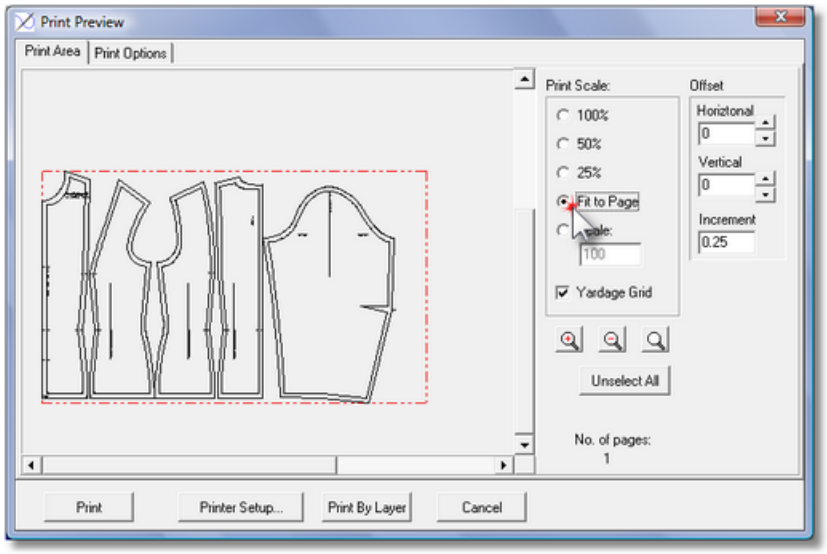
You can access Print Setup by using the button on the Print Preview screen, or directly from the **File** menu.

Printing to a single page

This feature automatically reduces the entire drawing to the size of one printed page and prints it.



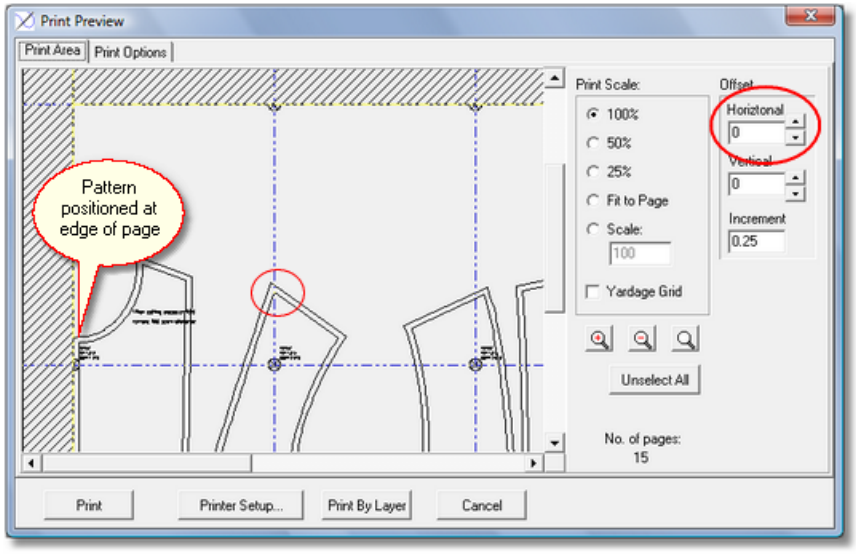
You can also choose to include the yardage grid in your printout. This gives you a handy pattern layout diagram to file with your pattern or take with you to the fabric store.



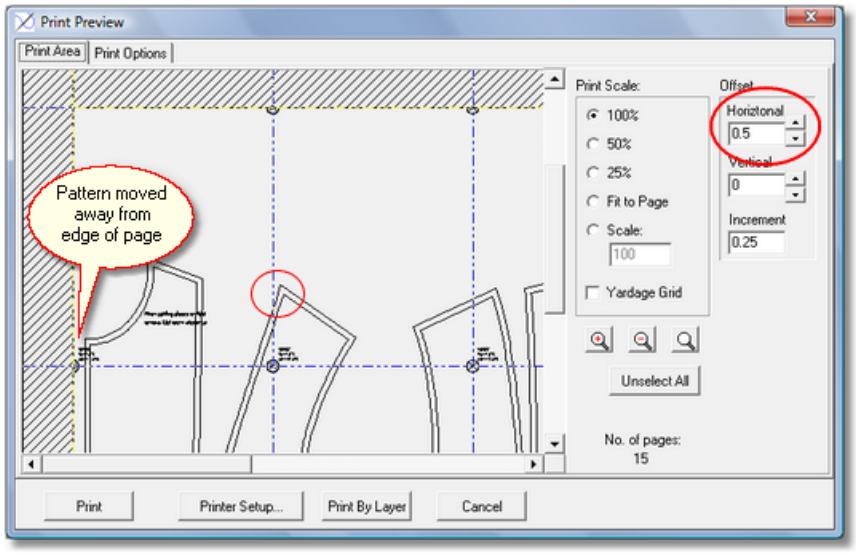
Print offset settings

The Print Preview window has horizontal and/or vertical offset options that can be used to adjust the position of the pattern on the printed page in small increments.

If you are simply printing your pattern at full size, you can use the page layout grid in the main drawing window to move pieces around before you get to the Print Preview window. However, if you use the print scale options in the preview window, you might find that you need to adjust the position of the pieces slightly to get an important area off a page intersection.



Original position of pattern



Position of pattern using horizontal offset

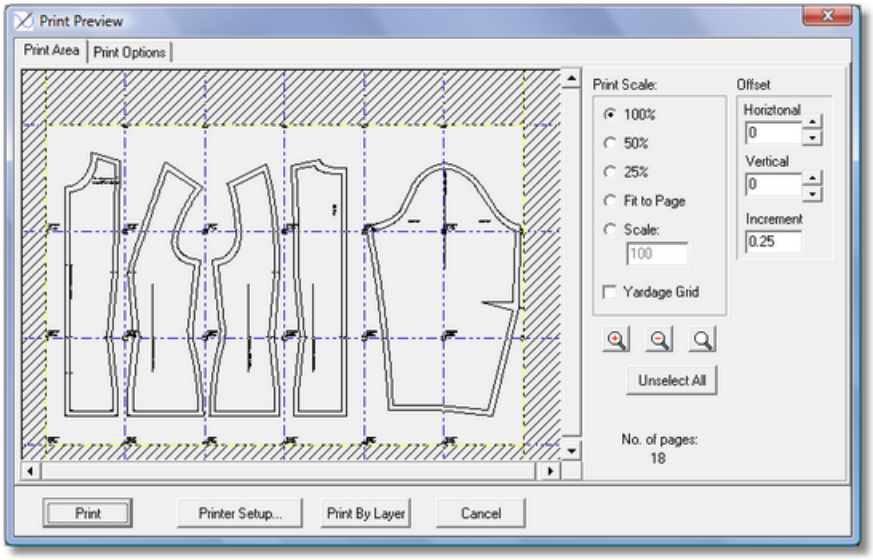
The numbers represent the measurement units you're using -- either inches or centimeters. Click the up and down arrow buttons to change the offset amount. Each click changes the number by the increment in the lower "increment" field.

Note: These offset options do not affect the position of your pattern in the main drawing area. This feature only changes the printed output.

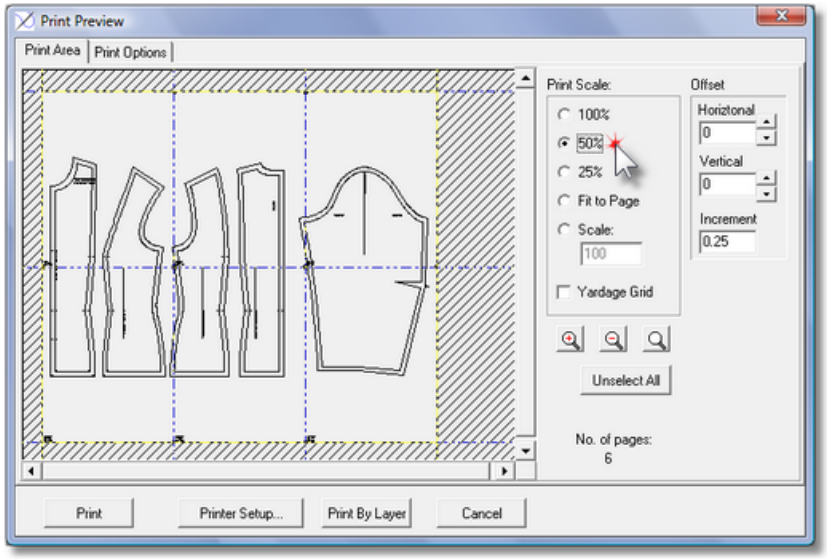
Print scaled pattern

Sometimes you might want to print a half-scale or quarter-scale pattern, for testing or some other special purpose. The Print Preview window gives you a very simple way to accomplish this.

When you first enter the Print Preview window, your pattern is shown at full size:



Select the print scale you want to use. You can choose one of the standard scale options or type your own number.

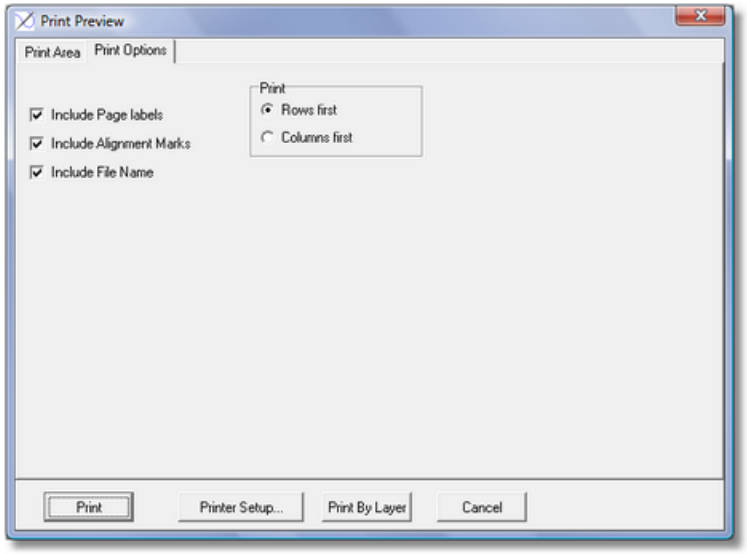


The page grid lines will change to reflect the new size of the pattern pieces.

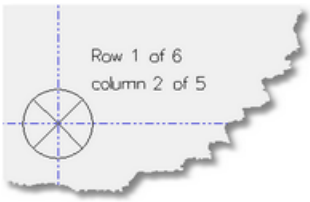
Note: These scale options do not affect the size of your pattern in any way. This feature only changes the printed size.

Print options

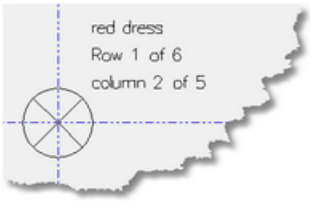
On this part of the form you can choose certain things about the appearance of your pattern printout.



By default, each printed page has a label in the lower left corner, and alignment marks in each corner:



If the file has already been saved, the file name is also printed:



You can use the check boxes to enable/ disable the print options in various combinations...

...or disable all the options (although turning off the alignment marks is not recommended).

If you have a printer that can use banner or continuous-feed paper, you may find it convenient to print column-by-column, rather than row-by-row (note how the result will change if you switch from landscape to portrait orientation).

If you use a large format printer and you use the cut printed area option (the paper will be cut automatically after the last pattern is printed) it could be necessary to put off the label, alignment marks and file name. PatternMaker will print them at the bottom of each page, so they will conflict with the cut printed area option.

Putting pages together

Rows/Columns:

Each page that you print can be labeled, if you so choose, with alignment marks and row/column indicators. Together, they help you assemble your multi-page pattern quickly and easily. The name of the file being printed is also included. The row and column indicators tell you where a particular sheet of paper should be placed in the layout. Rows run across the drawing from left to right, and columns run from top to bottom.

	COLUMN 1	COLUMN 2	COLUMN 3
ROW 1	row 1 of 2 column 1 of 3	row 1 of 2 column 2 of 3	row 1 of 2 column 3 of 3
ROW 2	row 2 of 2 column 1 of 3	row 2 of 2 column 2 of 3	row 2 of 2 column 3 of 3

The pages are printed in order (either in rows or in columns -- see illustration below), so if you assemble them straight from the printer, you will find that it is an easy task to keep them organized. Align the pages as described below, and tape them together. It is better to have too much tape than too little, but you must at least apply tape at the points where the border of a pattern piece crosses from one page to another.

Order of printing (in rows):

1	2	3
4	5	6

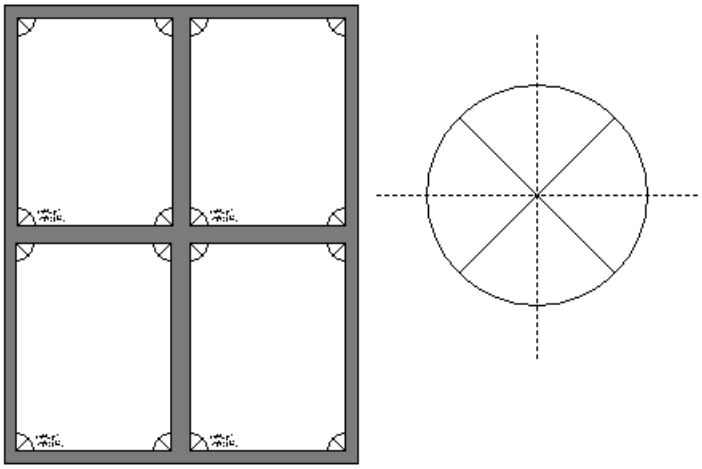
Order of printing (in columns):

1	3	5
2	4	6

Of course, if you are using a plotter, or a printer that uses continuous-feed paper, you will have much less taping to do.

Aligning Pages:

Each page will have small marks in the corners for alignment (see illustration below left).



Each corner of the page represents one-quarter of a circle. Put the corners together with the adjoining pages so that each four-page intersection forms a circle with an "X" inside. Every four-page intersection should resemble the illustration (above right).

If you choose to have the pages labeled (the default is Yes), they will be labeled with the file name, row and column number so you will be able to assemble them easily.

See Commands Reference:

PRINT command

PRINT SELECT command

PRINT REGION command

Going Further

4.1 Customizing PatternMaker

This section covers some of the ways you can make PatternMaker work the way you want to work.

Main drawing window

There are many ways you can set up the main PatternMaker window in order to make it work effectively for you. Panels, grids, Hot Keys, and more can all be customized the way you want.

In Settings/Configure or Settings/Configure Defaults you can set the way you want to work and draw:

1. **Configure Defaults**: the settings you have made will be in effect **every time you start PatternMaker** or **open a new or saved file**
2. **Configure**: You can set drawing properties, viewing options, and program behaviors that will be in effect **on the opened file**.
   Some drawing options you can change immediately in the status bar on the screen. These changes will be visible in the Configure form.
   Some changes, you want to make to the settings have to be done in the Configure form itself, like background color.

Set measurement units

This setting selects the units of measurement, either inches or centimeters. If you select either of the metric displays (meters or centimeters), all PatternMaker input and output will be in centimeters. If you select any of the English units, all input and output will be in inches. To see which units are in use, look at the X-Y coordinates in the status bar.

When you change this setting, the grid (if you're using it) is resized.

Procedure:

1. Click the mouse coordinates box on the Status Bar, or select "Configure" or "Configure Defaults" from the **Settings** menu to open the "Configure Options" form.

2. Choose one of the following options:

Option	Description	Example
inches, no fractions	The measurement is in inches, fractions are in decimal form. No " symbol is displayed.	18.375
inches	Measurement is in inches. Fractions are in decimal form.	18.375"
feet + inches	Fractional inches are written as fractions	1'6-3/8"
meters	The measurement is in meters	1.462 M
centimeters	The measurement is in centimeters	1462 cm

See also:

Configure/Configure Defaults

Set grid spacing

This setting adjusts the grid spacing. The spacing is measured in whatever units (inches or cm) you are using.

Procedure:

1. Select "Configure" or "Configure Defaults" from the Settings menu. The "Configure Options" form opens.
2. The "Alignment Grid" section displays the current spacing between grid points.

3. To change the grid spacing, you must turn the grid on. Type the number you want, and then click the "Add" button to return to the drawing screen.

See also:

Set measurement units
SNAP commands
TOGGLE GRID command
Configure/Configure Defaults

Show/hide Page Grid

The PAGE GRID option is accessed by a field on the *Program Settings* tab of the "Configure" or "Configure Defaults" form, found on the **Settings** menu.

This setting shows or hides the page layout grid. This is also an option on the **View** menu, or you can use the <F12> hot key.

The size of this grid is determined by the size of the paper you are using in your printer. It displays the actual printable area, not the paper size. A change of printer or a different paper size will affect the appearance of the page grid.

See also:

Page layout grid
PRINT command
Configure/Configure Defaults

Show/hide Yardage Grid

This option is accessed by a field on the *Program Settings* tab of the "Configure" or "Configure Defaults" form, found on the **Settings** menu.

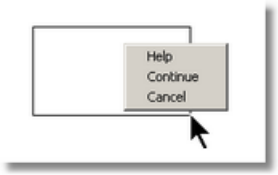
This setting toggles the yardage grid on and off. This can also be toggled with the <CTRL>+<F12> hot key.

See also:

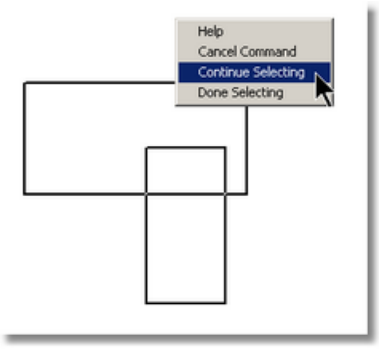
- Set fabric width
- Estimating Fabric Yardage
- Configure/Configure Defaults

Use Right Mouse menu

The Right Mouse menus provide guidance while you're getting used to the left-click/right-click circumstances in PatternMaker. If you accidentally right-click when you should left-click, the Right Mouse menu guides you toward the correct choice. You can also access Help for the selected command.



If you're using a command with just one step, such as a drawing command, the Right Mouse menu will let you either cancel the command or keep drawing.



If the command involves selecting things, the menu is slightly different. It will let you cancel the command, continue selecting, or indicate that you are done selecting.

If you no longer want to use these Right Mouse menus, the control setting is available on the "Configure" or "Configure Defaults" form on the **Settings** menu.

See also:

Configure/Configure Defaults

Set fabric width

This option is accessed by a field on the *Program Set*tings tab of the "Configure" or "Configure Defaults" form, found on the **Settings** menu.

In the field labeled "Fabric Width," enter the width of fabric you wish to use. If your pattern pieces will be laid out on double layers of fabric, enter half the fabric width in the Bolt Width field.

Example: You are using 60" fabric, but intend to fold it in half for the fabric layout. Enter "30" for the bolt width.

See also:

Show/Hide Yardage Grid

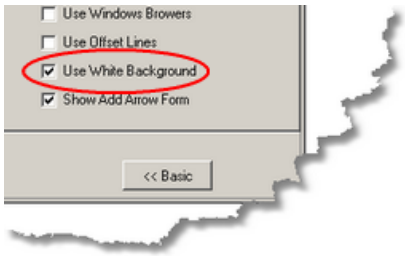
Estimating Fabric Yardage

Configure/Configure Defaults

Set background drawing color

This setting changes the drawing area from white to black. The default is white, but you may find the colored vertices easier to see against a black background.

Select "Configure" or "Configure Defaults" from the **Settings** menu, then click the *Program Setting*s tab. If you only see a few options on the form, click the "Advanced" button at the bottom. Then click in the "Use White Background" check box to turn this option on or off.

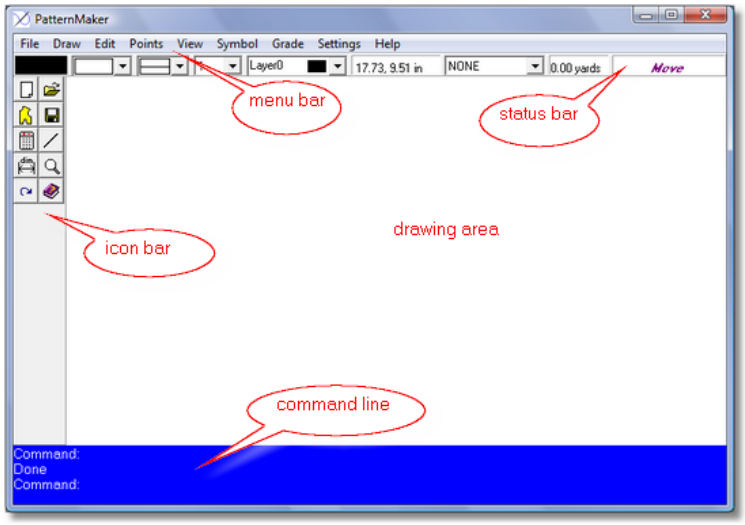


See also:

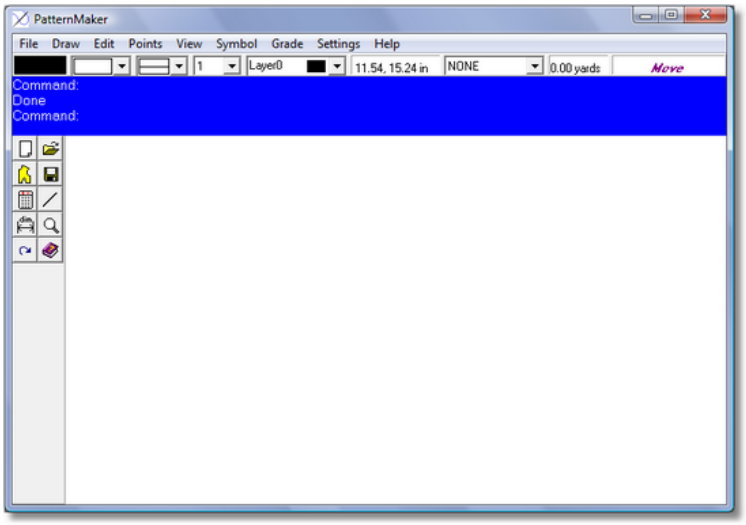
Configure/Configure Defaults

Moving the command line

The default configuration of PatternMaker has the blue command line positioned at the bottom of the screen:



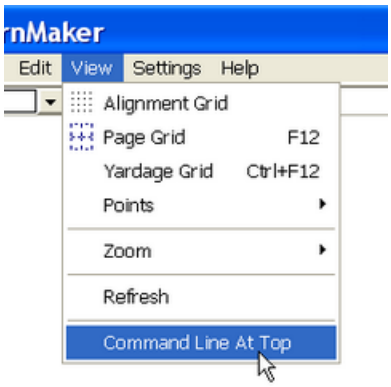
If you wish, you can, by doubleclicking at the command line, move the command line to the top of the screen, right under the Status bar. Some users find it easier to keep an eye on the command prompts when the command line is in this position.



Procedure:

- Double click in the blue area of the command line and the panel up moves up to the top or bottom of the screen.
- The command line will remain in its new position each time you open PatternMaker until you move it again by double clicking.

You can also change the place of the Command Line in the View menu by checking/unchecking Command Line At Top.

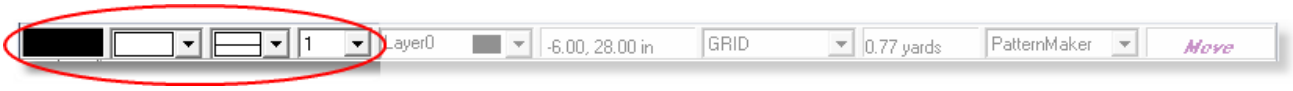


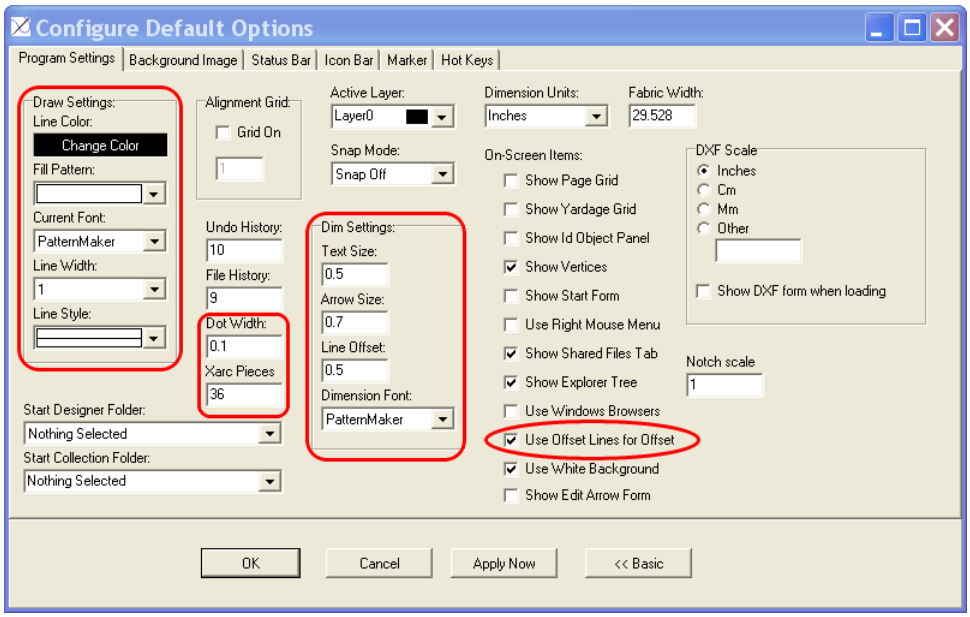
See also:

[Configure/Configure Defaults]

Setting drawing preferences

Several of the most frequently used drawing options are available as drop-down boxes on the status bar; all those as well as other options can also be accessed from the "Configure/Configure Defaults" form.





See also:

[LAYER command]

[Configure/Configure Defaults]

Configure: COLOR

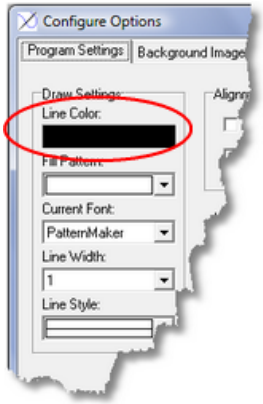
This command selects a color for any new objects that are added to the drawing. It does not change the color of any existing objects. The color selection affects both the line color and the fill color.

There are several ways to change the drawing color:

Status Bar:
Use the "Line Color" drop-down box on the status bar, and select a new color as described below.

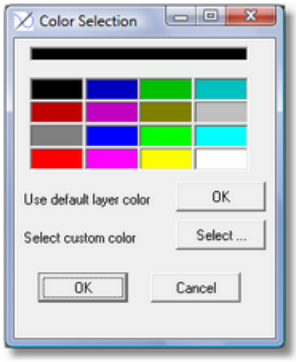
Color Icon:
Activate the COLOR command by clicking the Color icon, and choose a new color as described below.

Configure Form:
Use the "Line Color" field on the *Program Settings* tab of the Configure form. The Configure form is found on the **Settings** menu. Select a new color as described below, and then click the "Okay" button on this form to return to the drawing screen.

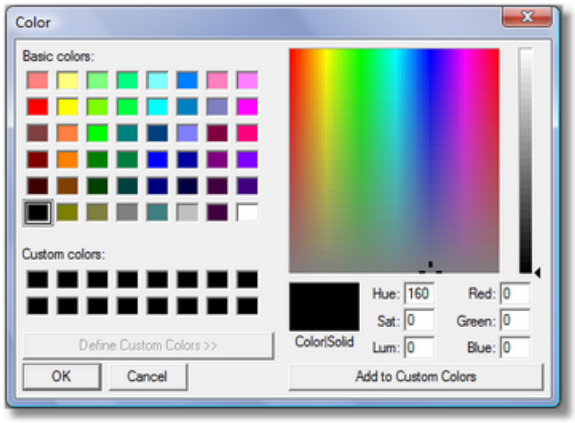


Choosing a color:

Regardless of which method you use, you will then see a dialog box:



You can choose either the default layer color or any custom color. If you want a custom color, click the "Select" button, and the standard Windows color dialog box will open.



If you choose any color other than the layer default, your choice will override the default layer color. Any object that you draw after making this change will be in the color you selected, regardless of the layer's default color.

Make your color selection and then click the "OK" button to return to the drawing screen.

See also:

Default layer colors

Configure/Configure Defaults

Configure Program Options: Program Settings

Configure: PATTERN

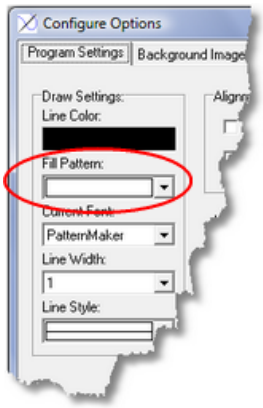
This command selects a new fill pattern for any new polygon objects that are added to the drawing. It does not change the fill pattern of any existing objects. The fill pattern will always be the same color as the object itself.

There are several ways to change the fill pattern:

Status Bar:
Use the "Fill Pattern" drop-down box on the status bar and select a fill pattern as described below.

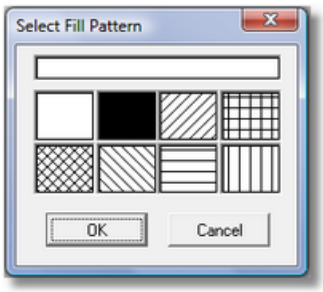
Pattern Icon:
Activate the PATTERN command by clicking the Pattern icon, and choose a fill pattern as described below.

Configure Form:
Use the "Fill Pattern" field on the *Program Settings* tab of the Configure form. The Configure form is found on the **Settings** menu. Select a fill pattern as described below, and then click the "OK" button on this form to return to the drawing screen.



Choosing a fill pattern:

Regardless of which method you use, you will then see a drop-down menu or a dialog box:



There are eight options for the fill style: six patterns, plus "solid" and "empty." The selection at the top is the current pattern (the default is EMPTY, which draws unfilled objects). After you make a selection, it remains in effect until you change it again, or until you restart PatternMaker.

Note: Not all printers handle filled objects the same way. Make sure you like the way yours prints before you use very many different fill patterns.

See also:

Configure defaults

Configure: LINE WIDTH

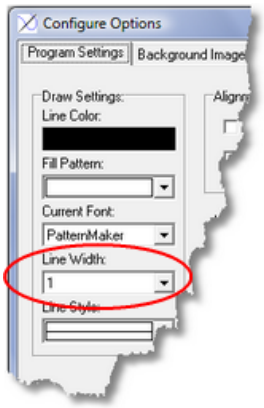
This command sets the width of the drawing line. Every new object you draw will be drawn using the new line width.

There are two ways to change the line width:

Status Bar:

Use the "LineWidth" drop-down box on the status bar. Select the line width you want to use. This can be from 1 to 10.

Configure Form:
Use the "Line Width" field on the *Program Settings* tab of the Configure form. The Configure form is found on the **Settings** menu. Select the line width you want, and then click the "OK" button on this form to return to the drawing screen.



Whichever way you do it, the drop-down box displays the current width at the top (the default is 1), with the other options below (with a maximum line width of 10).

After you choose a line width, that selection remains active until you change it again, or until you restart PatternMaker.

> ***Note about line widths:*** *The appearance of the printed lines depends on this line width setting together with your printer settings. When PatternMaker prints a pattern, it tells the printer to print everything "one dot" wide (or two dots, or five, or whatever you have selected). If your printer is set on a high resolution -- that is, lots of dots per inch -- the dots are very small. If the printer is set on a lower resolution -- fewer dots per inch -- each dot is larger. The highest resolution (very small dots) is what you want for printing certain things, like photographs, but this can result in your pattern lines being too faint. If you encounter this problem, try changing your printer settings before changing the line widths of everything in your drawing.*

Note: Changing the line width to 2 or higher will only be effective on solid lines. Dotted lines will always be printed with a line width of 1.

See also:

Configure defaults

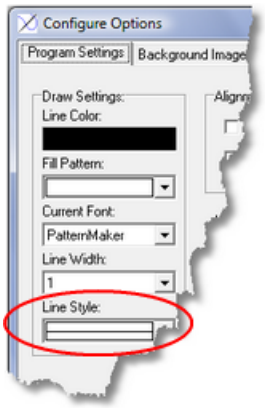
Configure: LINE STYLE

This command sets the current line style to solid line, dotted, dashed etc. Every new object you draw will be drawn using the new line style.

There are two ways to change the line style:

Status Bar:
Use the "LineStyle" drop-down box on the status bar. Select the line style you want to use.

Configure Form:
Use the "LineStyle" field on the *Program Settings* tab of the Configure form. The Configure form is found on the **Settings** menu. Select the line style you want, and then click the "OK" button on this form to return to the drawing screen.



Whichever way you do it, you will see a drop-down box with the different line types:

The pattern at the top is the current style. The default style is a solid line. Below are the five available types. After you choose a line style, it remains active until you change it again, or until you restart PatternMaker.

Note: Not all printers print these line styles the same way. Make sure you like the way yours prints before using line styles extensively.

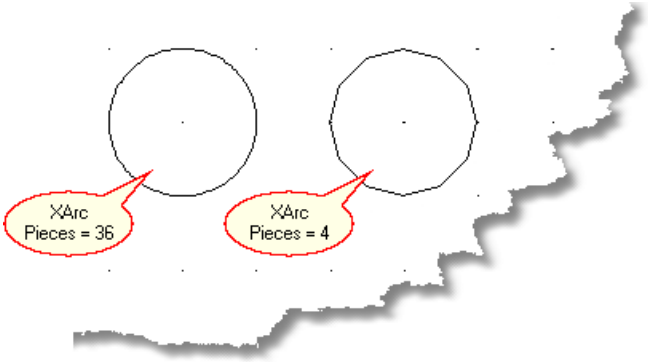
Changing the line width to 2 or higher style will only be effective on solid lines. Dotted lines will always be printed with a line width of 1.

See also:

Configure defaults

Configure: X-ARC PIECES

This setting controls the smoothness of the XArc curves. A higher number makes smoother curves, but in a large, complicated drawing it may make a noticeable difference in the program's response time.

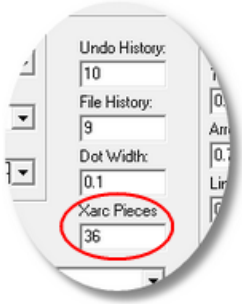


The smoothness of the curves is far more apparent in the printed pattern than on the screen. You probably won't notice any difference in the on-screen curves until the number gets below 12, so if you find that your drawing is slow to refresh, try setting this number quite low until you're ready to print the pattern.

Changing this setting will affect all the existing arcs in your drawing. You cannot have a number of curves with different "XArc Pieces" values.

Procedure:

- Select "Configure" from the **Settings** menu, then click the *Program Settings* tab.
- If you only see a few options on the form, click the "Advanced" button at the bottom of the form.
- Enter a number in the "XArc Pieces" field. The default of 36 provides a good balance between speed and smooth curves.



Note: This setting only affects circles and curves drawn with the POLY command, including those drawn by the macros. It does not affect the number of segments used for the OFFSET LINES option.

See also

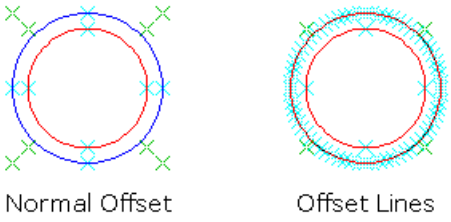
Configure/Configure Defaults

Configure: OFFSET LINES

The OFFSET LINES setting applies specifically to objects drawn using the OFFSET or SEAM ALLOWANCE command.

> *The SEAM ALLOWANCE command always uses offset lines; it is an optional setting for the OFFSET command.*

When active, this option draws a curved line as a series of tiny line segments. There are certain circumstances in which this can improve the shape of an Offset object (seam allowance). However, if you choose this option, you can no longer change the shape of the curve by moving the corner control point, because there no longer is a control point. The Offset object can still be edited by moving the individual line segments, but it is vastly more difficult and laborious.



Notice that the original object drawn with the CIRCLE or POLY tool is not affected.

To toggle this setting on or off, select "Configure" or "Configure Defaults" from the **Settings** menu, and click the *Program Settings* tab. Click in the "Offset Lines" check box to turn this option on or off.

Note: Objects drawn with offset lines remain that way, even when you change the setting on the Configure form.

See also:

OFFSET command

Configure/Configure Defaults

Menus and dialog boxes

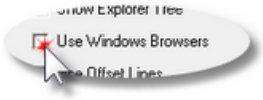
This section covers several other menu and dialog box options that you can customize in Configure or Configure defaults.

Choose LaunchPad vs Windows dialogs

One of the most fundamental choice in PatternMaker 7.5 is the option of using the new LaunchPad interface. This new feature has been carefully designed to help you easily locate your files and pre-designed garments, and save your pattern files without worrying about losing them.

The LaunchPad interface features a focus picture for every file, and explanatory text for all pre-designed garments. You can also save comments along with your own pattern files.

The LaunchPad interface is active by default. If you would prefer not to use it, you can turn it off by marking the "Use Windows Browsers" checkbox on the "Configure" or "Configure Defaults" form. If the box is checked, the standard Windows dialog boxes are used instead of the LaunchPad windows.



See also:

LaunchPad interface

Configure/Configure Defaults

Show/hide Start form

The Start form offers a quick way to choose the activity you want to do with PatternMaker.

The Start form is turned on by default when you first install PatternMaker. If you turn off the form, you can get it back with this setting on the "Configure" or "Configure Defaults" form.

Procedure:

- Select "Configure" or "Configure Defaults" from the **Settings** menu, then click the *Program Settings* tab.
- Mark or clear the "Show Start Form" checkbox.

See also:

Start Form

Configure/Configure Defaults

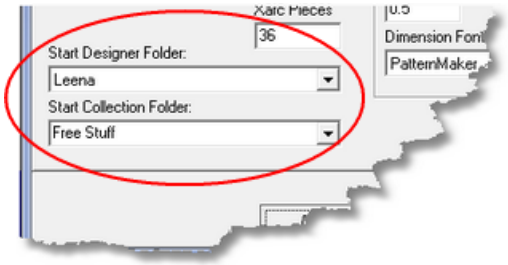
Set Start locations

This setting determines the default designer and garment collection that will be selected when you first choose the MACRO command upon starting PatternMaker.

Once you have navigated to a different collection or designer folder, the MACRO command will open to the last selected location. This makes it convenient to use one pattern several times, or use more than one pattern in a collection. But the next time you open PatternMaker, the Start folder will return to this default location.

Procedure:

- Select "Configure" or "Configure Defaults" from the **Settings** menu, then click the *Program Settings* tab.
- If you only see a few options on the form, click the "Advanced" button at the bottom of the form.
- Then click in the fields to select the desired location from the drop-down box.

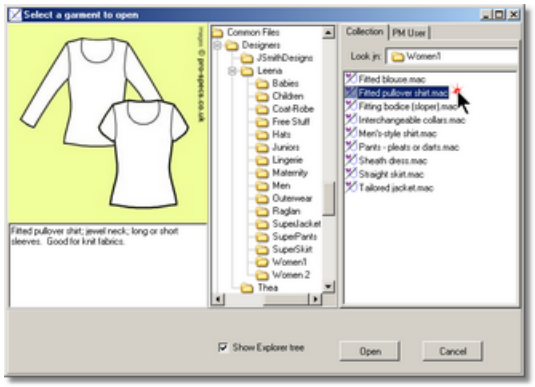


See also:

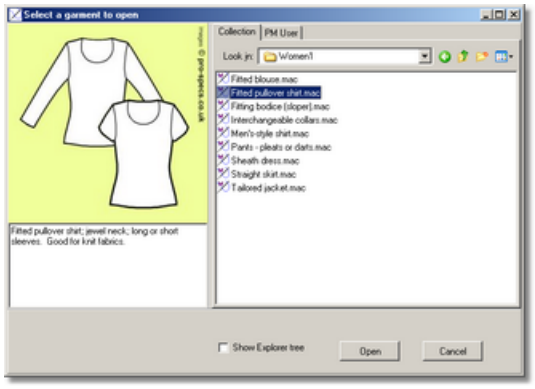
Configure defaults

Show Explorer tree

This setting toggles the Explorer tree in the LaunchPad windows.



Explorer tree is on



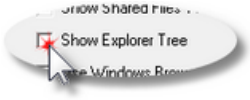
Explorer tree is off

The LaunchPad interface normally hides the locations of files, and instead directs you to a particular location that depends on the type of file you are opening or saving.

If you want to save a file in a different location, or if you simply want to know where the files are going, you can turn on the Explorer tree in the LaunchPad window. This provides a view of the standard Windows Explorer tree.

Procedure:

- Select "Configure" or "Configure Defaults" from the **Settings** menu, then click the *Program Set*tings tab.
- If you only see a few options on the form, click the "Advanced" button at the bottom of the form.
- Mark or clear the "Show Explorer Tree" checkbox.



- There is also a checkbox on the LaunchPad form that does this same thing.

See also:

Folders and file organization

Configure defaults

Show shared files

This feature is primarily intended for those who share a computer with another PatternMaker user. It provides easy access to the folder where shared files are stored.

By default, program files and garment collections are installed to a location where all users can access them. Any file created by a user, on the other hand -- a saved pattern file, personal measurement table, grading table, etc. -- is saved in the user's "personal" folder. In most shared computing environments, these files will be inaccessible to other users.

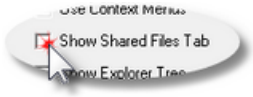
In order to share a pattern file you've saved -- for example, a teacher who wants her students to alter a pattern she has designed -- it must be saved to the shared location.

If you need to save something in the shared location and the *Shared Files* tab is not visible, you can navigate to the shared location using the Explorer tree in the LaunchPad window.

Procedure:

- Select "Configure" or "Configure Defaults" from the **Settings** menu, then click the *Program Settings* tab.

- If you only see a few options on the form, click the "Advanced" button at the bottom of the form.
- Mark or clear the "Show Shared Files Tab" checkbox.



See also:

Folders and file organization

Configure defaults

Set Undo history

This setting lets you specify how many UNDO steps you want stored in the computer's memory. This number can be anything you want; a higher number gives you more flexibility in retracing your steps, but it will make the program run more slowly.

Procedure:

- Select "Configure" or "Configure Defaults" from the **Settings** menu, then click the *Program Settings* tab.
- If you only see a few options on the form, click the "Advanced" button at the bottom of the form.
- Enter a number in the "Undo History" field.

See also:

Configure defaults

4.2 Using Layers

Layers are an advanced drawing feature that help you organize objects in your PatternMaker drawings. Every object in your drawing is on a layer. When you turn a layer off, all of the objects on that layer disappear from the screen. You don't see them, they can't be selected, and you can't print them. When you turn the layer back on, the objects reappear.

> ***Note:*** *If you select an object that is grouped with other objects, those objects are selected as well, even if they are on layers that are turned off. This is the only way to select objects in layers that are turned off.*

Use the LAYER command to navigate from one layer to another.

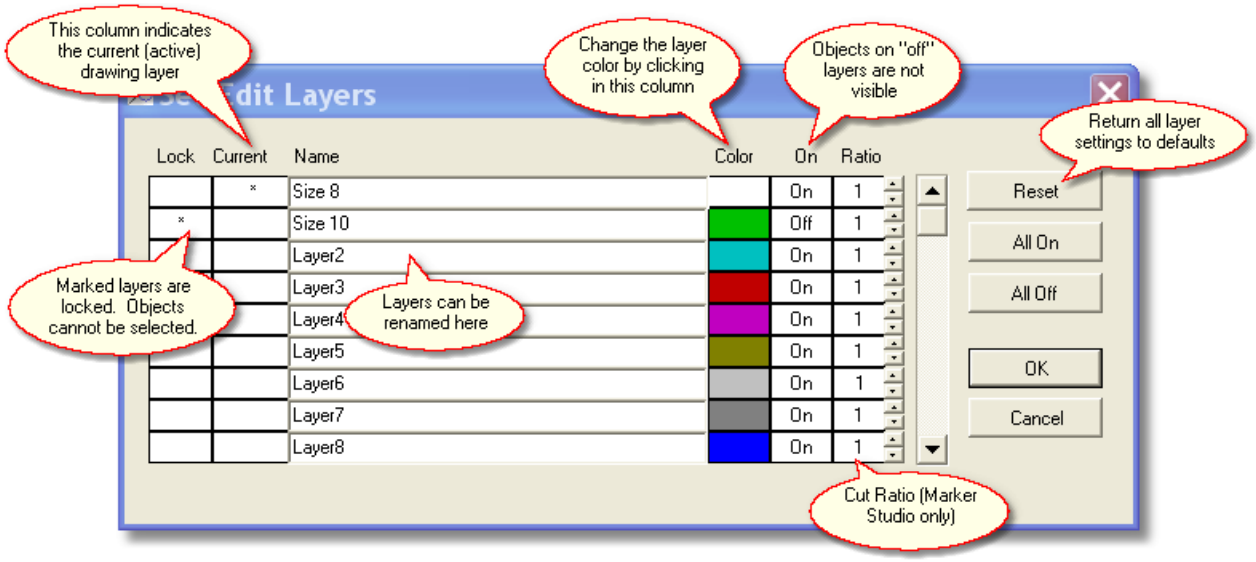
You can assign your objects to layers any way you want.

> ***Tip:*** *You can run a macro several times on different layers to compare different style options in the macro, or to see the effect of changing measurements. Each layer uses a different color, so it's easy to see changes.*

The LAYER dialog box

The LAYER command is used to display and/or change the settings for the layers. These settings include their names, colors, and whether they are on or off (visible or hidden), as well as changing the active layer on which new objects are drawn. The LAYER command can be selected from the **Settings** menu or by using the <F11> Hot Key.

When you select the command, a large dialog box will come up with a display of the information for each layer. Each line represents a different layer. The current layer is represented with an asterisk. There are 24 layers, but they won't all be visible in the dialog box at once. Use the scroll bar to move up and down the list. You can change any of the settings by clicking the mouse on the item you want to change.



See also:

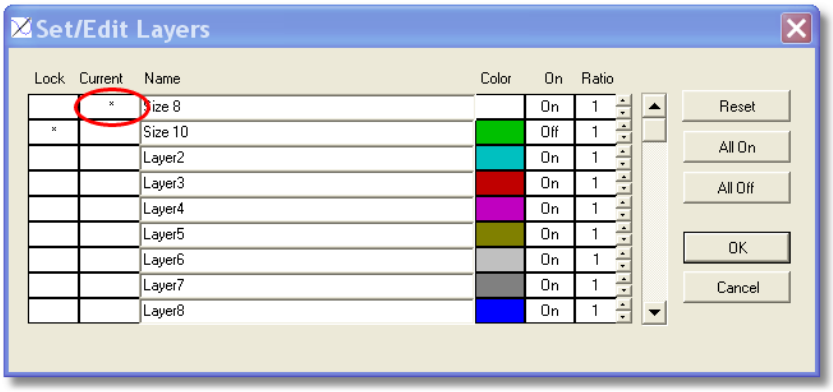
LAYER command

Default layer colors

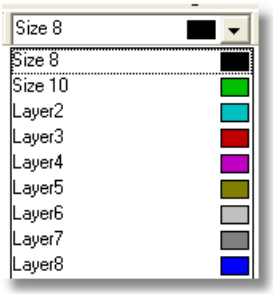
Set the current layer

Any new objects that are drawn will be placed on the current layer.

You can change the current layer with the LAYER command (<F11> or the **Settings** menu). The current layer is marked with an asterisk and highlighted. Select a different layer by clicking in the "Current" column of the layer list. The previous current layer will be untagged, and the new current layer will be tagged. Close the Layer box by clicking the "OK" button.



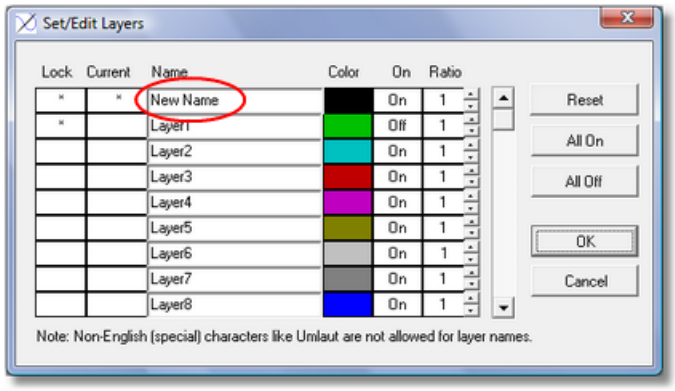
The Status Bar has a "Layers" drop-down box that you can use as an alternate method of switching from one layer to another. However, you cannot change the name or color of the layer from this drop-down box.



Naming a layer

Each layer has a default name: "Layer0," "Layer1," "Layer2," etc.

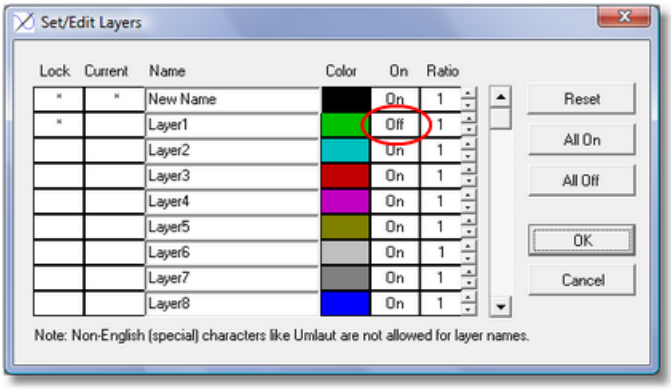
You can change a layer's name with the LAYER command. Open the "Layer" dialog box either by pressing the <F11> Hot Key or from the **Settings** menu. Click on the name you want to change, and retype it. Click the "OK" button when you're finished.



Turning a layer on and off

You can turn a layer on and off with the Layer command. Just open the Layer box (<F11> or the **Settings** menu) and click on the word "on" or "off" next to the layer you want to change. When you are done, click the "OK" button.

Only the objects on a layer that is turned On are visible.



Default layer colors

Each layer has an automatic default color, called "LayerColor." That's its name, just like the colors called "Red" or "Blue". The layer color is what determines the color of new objects that are added to the drawing. All new objects are drawn using "LayerColor" *unless* you specifically change the current drawing color or assign a different color to an object.

Examples:

- An object's color is "LayerColor" and it is on Layer0. The object is black (default color of Layer0). If you move the object to Layer1, the object turns green, because that is the default color of Layer1.
- Layer0 is active (default color black), and you change the drawing color to red and draw a shape. The new

shape is red. If you move the object to Layer1 (default color green), the object is still red.

If you want to change the default color of a layer, any object on that layer with the color assignment of "LayerColor" will be updated to the new color. The settings for changed layer colors are saved in the internal file format when you save a drawing.

However, when you begin a new drawing, or when you start PatternMaker the next time, the settings revert to the default layer colors. You cannot permanently change the default layer color.

See also:

COLOR command

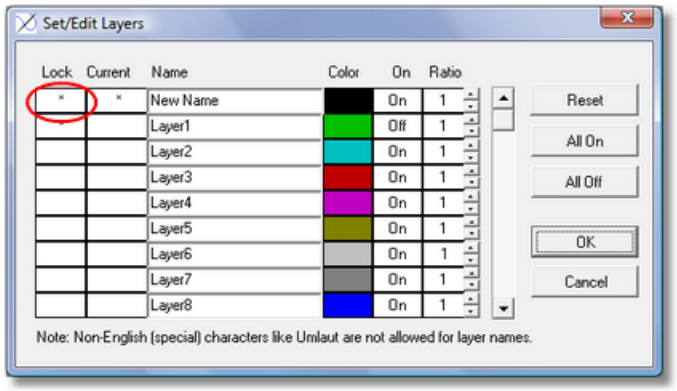
Assigning objects to a layer

When you draw an object, it is automatically drawn on the current or "active" layer. The Basic Reader and Deluxe Editor do not include the editing commands to move an object from one layer to another.

Layer Lock

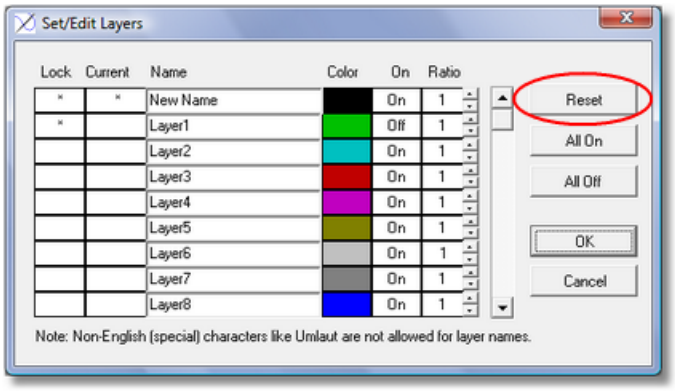
When a layer is locked, it means that its objects are visible, but cannot be selected or manipulated in any way. This can be useful if you need to trace an object, or compare one or more objects.

Open the "Layer" dialog box either by pressing the <F11> Hot Key or from the **Settings** menu. Click in the "Lock" column for the layer you want to lock. An asterisk * indicates that the layer is locked. Click the "OK" button when you're finished.



Reset Layers

If you click on the "Reset" button in the Layer box, all layer names, colors and on/off status will be set to the original values.



4.3 Types of files

Normally, when you open a type of file, the list that appears is filtered, to show you only the files that are of the type you are opening. (For example, when you are opening an ordinary drawing, you do not see the files that contain grading tables, or the font files.) However, if you look at the PatternMaker folder with Windows Explorer, you will see a variety of file formats. Here's a list of the file types used by PatternMaker:

.PAT
This is the standard PatternMaker format for saved pattern files.

.MAC
This file extension is used for the PatternMaker pre-designed garments (macros). See Using the pre-designed garments.

.MMT
This is the "Master Measurement Table" set up by the designer of a macro. It is a template file that shows which body measurements the designer uses in drafting his/her macros.

.MTB
This is the personal measurement table that you save with your own name and measurements. Each .MTB file is based on an .MMT file from a particular designer.

4.4 Overview all Snap modes

Working with Snap modes will make your work more accurate. You can select the several Snap functions at your Status bar, iconbar or with Hot Keys.
Here an overview of all Snap modes that will make your work much easier:

Name: **Snap Off**
Hot Key: <CTRL>+<F1>
What It Does: Turns off any active Snap

Why Use It? When you want the cursor to move around normally

Name: **Snap to Grid**
Hot Key: <CTRL>+<F2>
What It Does: The cursor jumps from one grid dot to another. (And you can customize the size of the grid.)
Why Use It? Align the edges of objects; quickly move something a distance equal to the size of the grid.

Name: **Snap to Endpoint**
Hot Key: <CTRL>+<F3>
What It Does: The cursor jumps from one point in an object (a vertex) to another.
Why Use It? Essential for moving individual points; excellent for selecting a rotation point.

Name: **Snap To Nearest**
Hot Key: <CTRL>+<F4>
What It Does: The cursor jumps to the contour of an object.
Why Use It? Useful if you need to select one object when you have several close together or overlapping. Also used if you need to draw a line exactly to the edge of an object.

Name: **Snap Orthogonal**
Hot Key: <CTRL>+<F5>
What It Does: The cursor moves exactly horizontally or vertically.
Why Use It? When you want to move or draw something directly horizontal or vertical -- ie. lengthening or shortening something, etc.

Name: **Snap To Midpoint**
Hot Key: <CTRL>+<F6>
What It Does: The cursor jumps to the center between two consecutive vertices.
Why Use It? When you need to find the middle of a line segment.

Name: **Snap To Intersection**
Hot Key: <CTRL>+<F7>
What It Does: The cursor jumps to a location where two line segments meet. There does not have to be a vertex at this location.
Why Use It? If you need to draw or move something to the intersection of two other segments.

Name: **Snap To Offset**
Hot Key: <CTRL>+<F8>
What It Does: The cursor jumps to a location a specified distance horizontally and/or vertically from an existing vertex. Frequently, this is not along the contour of an object but "out in space" somewhere near the object.
Why Use It? To find a specific distance away from an existing vertex.

Name: **Snap To Measured Distance**
Hot Key: <CTRL>+<F9>
What It Does: The cursor jumps to jumps along the contour of an object a specified distance away from an existing vertex.
Why Use It? Often used with ADD VERTEX (Deluxe Editor or higher only) to place a new point in a specific location.

See also:

Basic Snap modes

Reference: Menu Commands

5.1 File Menu Commands

The **File** menu contains all the commands related to working with files, including Opening, Saving, and Printing. The commands you see will depend on what version of PatternMaker you are using. Not all commands are available in all versions.

NEW command

File -> New

The NEW command clears the screen and starts a new drawing. If you already had something drawn on the screen, you will be given a chance to save your work.

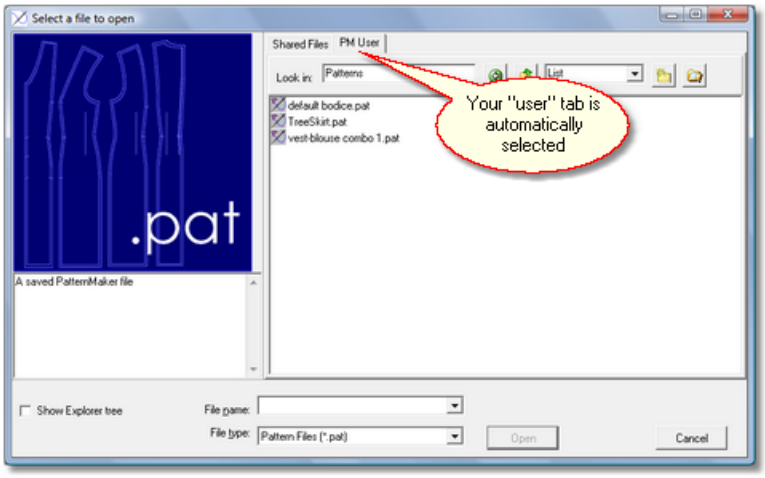
OPEN command

File -> Open

The OPEN command opens an existing drawing (a **.PAT** file) which has been saved on disk. Opening a new file replaces whatever is on the screen. If there is a drawing open, the program will ask you if it should be saved.

Procedure:

1. Click the Open icon, or select "Open" from the **File** menu. The file browser opens.
2. The LaunchPad interface opens to the location where your personal files are automatically saved. If you saved your file in a different place, click the "Show Explorer Tree" checkbox and navigate to the correct location.
3. Select the file you want to open.
4. Click the "Open" button.



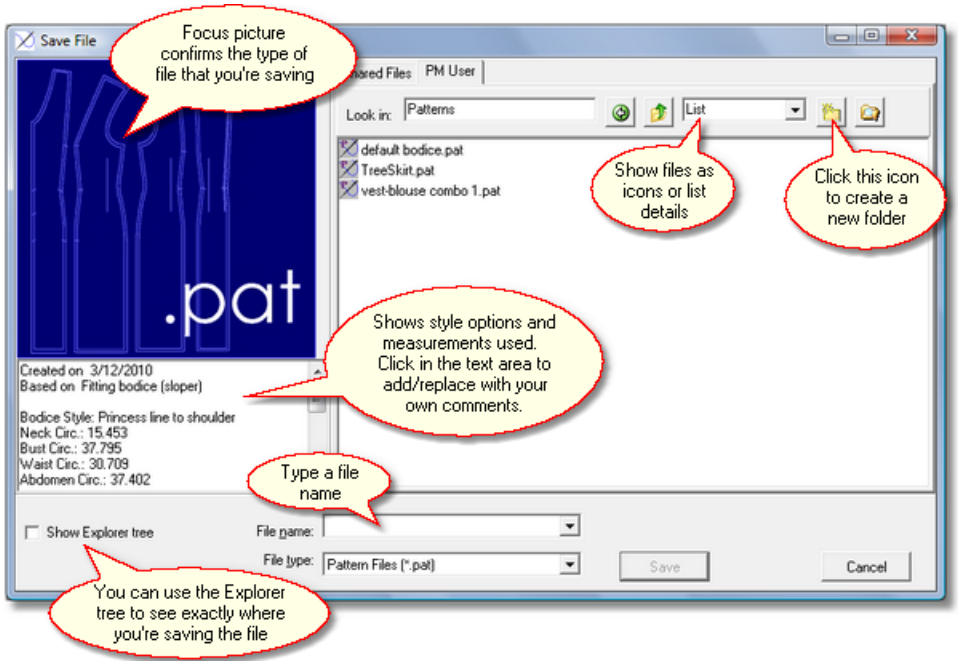
See also:

Folders and file organization

SAVE command

File -> Save

The SAVE command saves the current drawing in a **.PAT** file. If the file you are working on already has a name, this file will be updated. If you have not named the file, the program will ask you for a name.


Save File
Focus picture confirms the type of file that you're saving
PM User
Look in: Patterns
List
default bodice.pat
TreeSkirt.pat
vest-blouse combo 1.pat
Show files as icons or list details
Click this icon to create a new folder
.pat
Created on 3/12/2010
Based on Fitting bodice (sloper)
Bodice Style: Princess line to shoulder
Neck Circ.: 15.453
Bust Circ.: 37.795
Waist Circ.: 30.709
Abdomen Circ.: 37.402
Shows style options and measurements used. Click in the text area to add/replace with your own comments.
Type a file name
Show Explorer tree
File name:
File type: Pattern Files (*.pat)
Save
Cancel
You can use the Explorer tree to see exactly where you're saving the file

Pattern files have names that end in **.PAT**. A pattern file can be opened again later and printed.

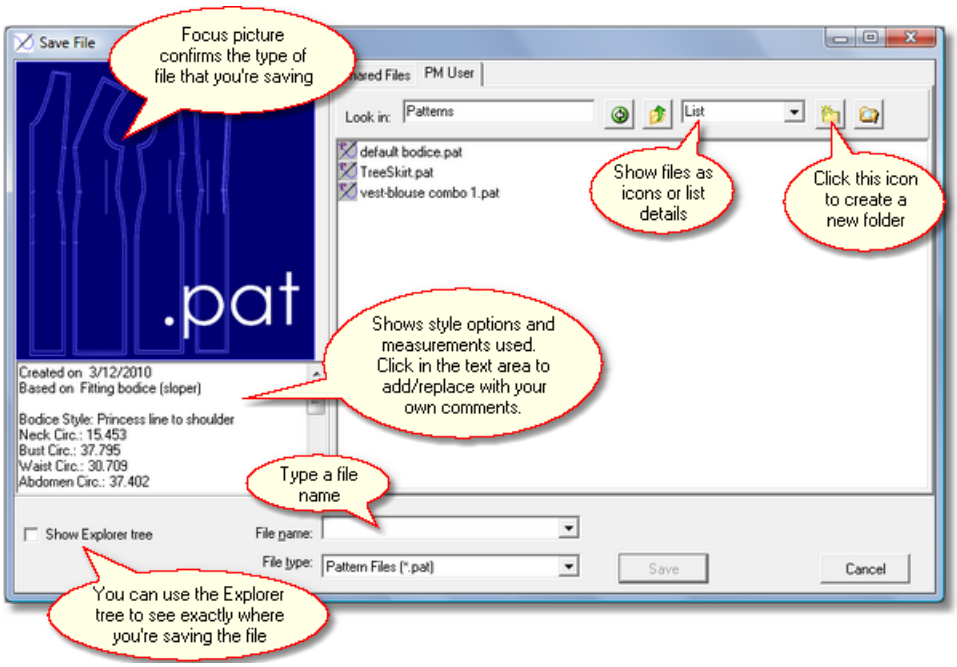
If the file already exists, a backup file will be made. Its file name extension will be "**.BAK**".

SAVE AS command

The SAVE AS command saves the current drawing with a new file name, while leaving the current file unchanged. Use this to save your new work without erasing your old work.

Procedure:

1. Select "Save As" from the **File** menu. The file browser opens.
2. The LaunchPad interface automatically saves files in a designated location. If you need to save your file in a different place, click the "Show Explorer Tree" checkbox and navigate to the new location.
3. Type a description for your file in the text field. This can be anything you want -- the type of garment, the style options you used, who the pattern is for, etc. This description is optional, but it is very useful when you want to locate the file later.
4. Type a name for your file, or select a file from the list. If the filename you select or type already exists, that file will be overwritten. If you type a new name, a new file is created.
5. PatternMaker automatically adds the **.PAT** extension.
6. Click the "Save" button.


Save File
Focus picture confirms the type of file that you're saving
.pat
Look in: Patterns
List
default bodice.pat
TreeSkirt.pat
vest-blouse combo 1.pat
Show files as icons or list details
Click this icon to create a new folder
Created on 3/12/2010
Based on Fitting bodice (sloper)
Bodice Style: Princess line to shoulder
Neck Circ.: 15.453
Bust Circ.: 37.795
Waist Circ.: 30.709
Abdomen Circ.: 37.402
Shows style options and measurements used. Click in the text area to add/replace with your own comments.
Type a file name
Show Explorer tree
File name:
File type: Pattern Files (*.pat)
Save
Cancel
You can use the Explorer tree to see exactly where you're saving the file

See also:

Folders and file organization

SAVE command

PRINT command

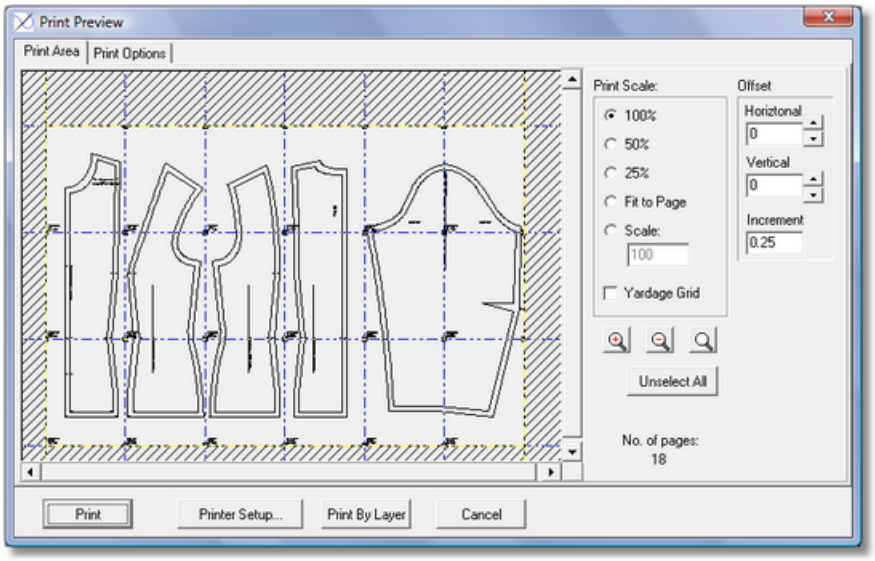
File -> Print

The PRINT command prints the entire drawing, automatically using as many pages as necessary to cover the whole pattern. PatternMaker will print to any Windows-compatible printing device.

When you click the Print icon, or select "Print" from the **File** menu, the Print Preview window opens (see illustration below). This window lets you see how the drawing will be arranged on the pages.

The blue lines show the pages.
The pages which will be printed are not shaded, the pages which will not be printed are shaded. By clicking a unshaded page it will change to shaded and will not be printed anymore. It is very easy to select only those pages you want to be printed.

The small circles scattered over the drawing indicate the alignment marks on the corners of each page, showing you how many sheets of paper will be needed. These marks represent the printable area of the paper, according to the abilities of your printer. You can change from Portrait to Landscape mode (in File/Print Setup) and the marks will change accordingly.



At the top you can see two tabs: **Print Area** and **Print O**ptions.

The Tab **Print Area** has the following options:

Print	Print the drawing according to the selected options
Printer Setup	Open the Print Setup window to change printer options
Print by Layer	Print the drawing by layer
Cancel	Close the Print Preview window and return to the drawing screen

Print Scale

100%	The pattern will be printed in scale 100%. Set by Default
50%	The pattern will be printed in scale 50%
25%	The pattern will be printed in scale 25%
Fit to Page	The pattern will be printed on 1 page
Scale:	The patterns will be printed in the custom set scale. When you fill in 100 % the printing can be more efficient then the placed patterns on the pages.
Yardage Grid	Yardage grid will be shown on the printing

Offset

Horizontal	moving the pattern horizontal on the printing area with a certain amount of increments
Vertical	moving the pattern vertical on the printing area with a certain amount of increments
Increment	the size of the step of offset

***Zoom*:**

Zoom +	Make the view of the drawing larger
Zoom -	Make the view of the drawing smaller

Unselect All	All pages will be shaded. Only the unshaded pages are printed.

No. of pages the necessary number of pages for printing the pattern is shown

The Tab **Print Options** has the following options**:**

Alignment Mark Choose whether you want the pages to print with alignment marks. The default is Yes.

Label Pages Choose whether you want the pages to print with labels (Row/Column and Filename). The default is Yes.

File Name Choose whether you want the pages to print with the file name. The default is Yes.

Print Rows first print row by row

Print Columns print column by column. When you use use banner or continuous-feed paper, check this.

Note: Printing a pattern may take lots of pages on a desktop printer, and require taping a lot of pages together. To avoid wasting paper, make sure your pattern has only the pieces you need and that they are as close together as possible. Use the MOVE, ROTATE *and* ERASE *to arrange the pieces for printing.*

Note: If you are using a macro, remember that you might need to leave room around the edges of the pieces to cut the seam allowances. Seam allowances are not always included on macro pattern pieces automatically. If you want to print the pattern with seam allowances and they are not included, use the OFFSET *command before printing.*

See also:

All options in the Print Preview window

PRINT SELECT command

PRINT REGION command

PRINT SETUP command

Assembling Printed Pages

PRINT REGION command

The PRINT REGION command lets you select a rectangular area to print, rather than the entire drawing. All objects (or portions of objects) within the selected area will be printed.

Procedure:

1. Select the PRINT REGION command from the **File** menu. The prompt on the command line says `Enter a point, <ESC> to cancel`
2. Click **LM** on one corner of the area you wish to print -- for example, the upper left corner.
3. The prompt on the command line says `Second point, <ESC> to cancel`. As you move the mouse around, you will see the box changing shape. This box represents the area that will be printed.
4. When you have defined the area you want to print, click **LM** again. The Print Preview window will now open. Continue according to the PRINT instructions. The program will print as many pages as necessary to cover the area you selected.

Note: Also the objects that you did not select in the region, but fit on the pages to print will be printed.

See also:

PRINT SELECT command

Assembling Printed Pages

PRINT SELECT command

The PRINT SELECT command lets you choose one or more objects to print, rather than the entire drawing.

Procedure:

1. Select the PRINT SELECT command from the **File** menu. The prompt on the command line says: `Select Objects to Print:`
2. Click **LM** on one or more objects. Each piece that you select is highlighted. If you make a mistake, click on an object again to un-select it.
3. **To stop selecting objects,** click **RM**, or press the <ESC> key.
4. The Print Preview window will now open. Continue according to the PRINT instructions. The program will print as many pages as necessary to cover the object(s) you selected.

Note: Also the objects that you did not select, but fit on the pages to print will be printed.

See also:

PRINT REGION command

Assembling Printed Pages

PRINT SETUP command

The PRINT SETUP command takes you to the Windows Print Setup dialog box. Here you can change which printer you are going to use, and also change the page orientation (Portrait to Landscape, or vice versa).

You can access this dialog box either from the **File** menu in the main drawing screen, or from the Print menu in the Print Preview window.

Make the changes you want, and then click the "OK" button.

See also:

Print Preview window

MACRO command

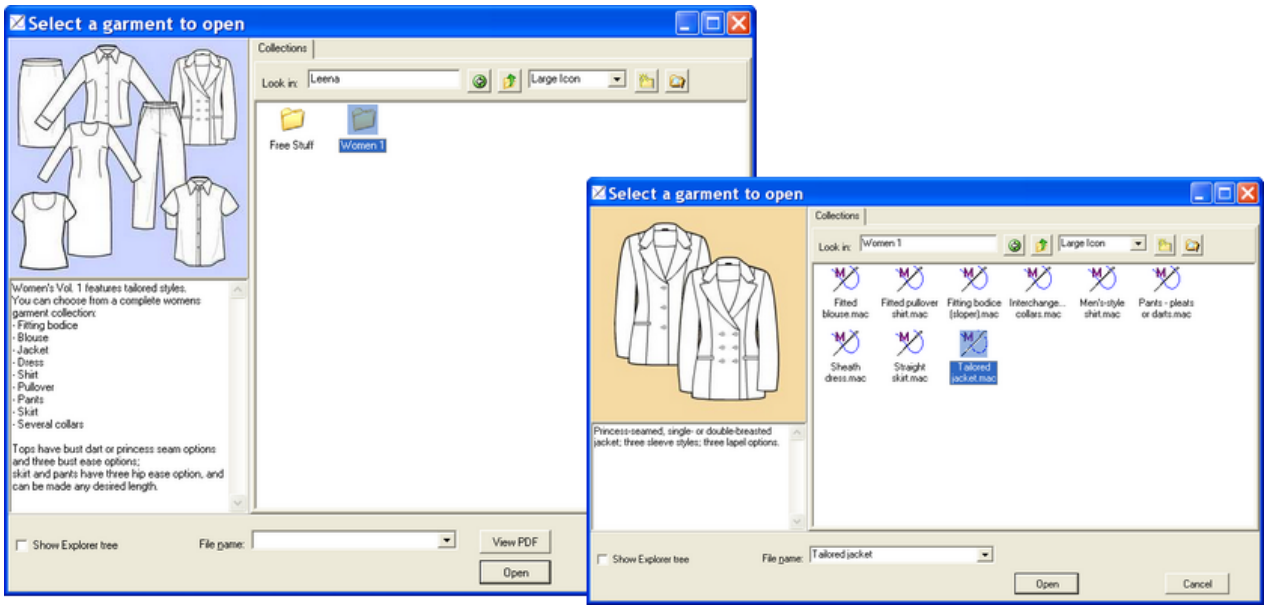
File -> Macro

The MACRO command runs a macro. Macros are small plug-in programs that run inside PatternMaker to create custom-fit patterns.

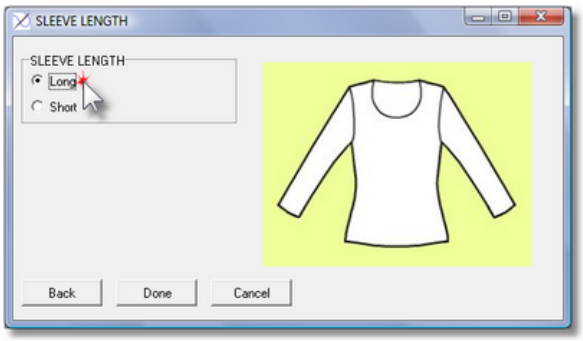
Before you run a macro, set up a personal measurement table.

Procedure:

1. Click on the Macro icon, or select "Macro" from the **File** menu.
2. The file browser opens. Select the designer, collection, and garment file that you want. The descriptions and focus pictures help you make your selection.



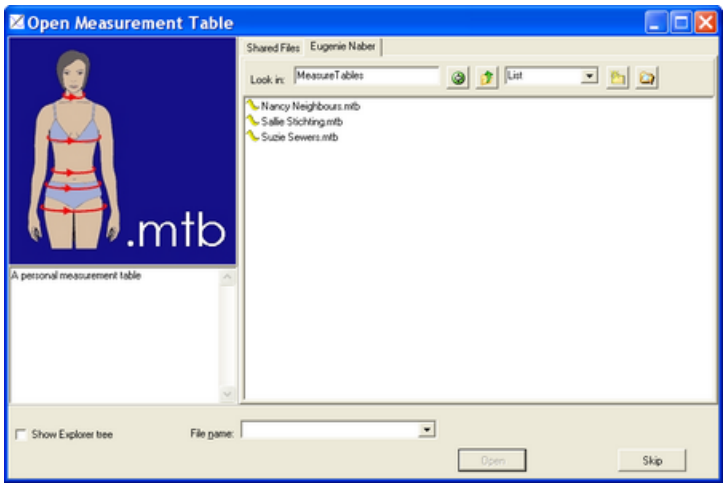
3. Select the macro you want to run and click the "OK" button. It may take a few seconds for PatternMaker to load the macro.
4. You will now see a series of dialog boxes which ask questions and offer choices. The choices are different for each macro. (For instance, for the women's dress, you will be asked if you want a sleeveless dress or one with sleeves.) To continue through the macro, use your mouse to click on one of the options. If you click "Cancel," the macro will abort and you will be returned to the drawing screen.



5. After you have made your choices, it's time to enter your measurements. You can either use a saved measurement table, or you can enter the measurements manually:

Using a Measurement Table

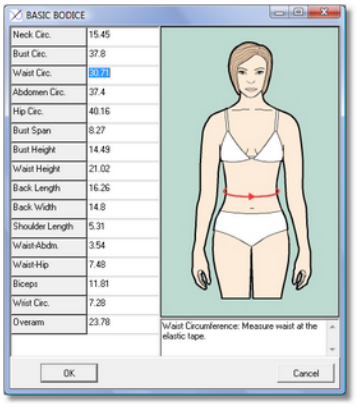
Select a measurement table and click the "Open" button. The measurements from this table will be "plugged into" the macro.



NOTE: The measurement tables are automatically filtered to show only the tables matching the designer whose macro you are running. If you don't see a table that you expect to see, make sure you've saved a measurement table for the correct designer.

Entering Measurements Manually

If you are not using a saved measurement table, click the "Skip" button to bypass the dialog box. The macro will then display a dialog box into which you can enter your measurements manually.



Some macros may have two dialog boxes for measurements. Fill these in from your *measurement chart*. Remember to use decimal numbers, so 8-3/4 inches is 8.75 inches and so forth. (Use the Fraction Conversion Chart for help.) Be careful to enter the right numbers in the right spaces. When you are ready to continue, click the "OK" button.

6. While the macro is running, the mouse pointer icon turns into an hourglass. You may have to wait for the macro to run, especially if you do not have a fast computer, or if the macro you are using is particularly complicated. You will know the macro is done when the hourglass cursor changes back to an arrow and the prompt `Command:` appears on the status bar.

IF YOU CANNOT SEE THE PATTERN PIECES, OR IF YOU ONLY SEE PART OF THEM, PRESS THE <END> KEY TO VIEW ALL THE PIECES IN THE DRAWING.

The macro will draw your new pattern in the drawing area. If there is a drawing on the screen when you run a macro, the macro will be *added to* what is on the screen. It may overlap existing pattern pieces. If this happens you can use the MOVE command to move things around. Use the ZOOM and PAN commands to view different parts of the drawing.

A macro can be run as many times as you wish. You can reuse your own measurement table, or you can create

new tables for many different people.

Once the macro has created the pattern on the screen, the drawing can be saved as a **.PAT** file, to be opened and printed again later. To change the measurements used, run the macro again.

See also:

Set start locations

EXIT command

The Exit command closes the PatternMaker program. If there is a drawing open, you will be given a chance to save it.

5.2 Draw Menu Commands

The **Draw** menu contains commands used to create various objects in your drawing. Everything in your drawing is an object – the outline of a bodice piece is an object, the arrow showing the grainline is an object, and the text that says "Bodice Front" is an object.

OFFSET command

Draw -> Offset

The OFFSET command creates a polygon object that is offset a certain distance from an existing polygon. This is useful for creating fixed-width seam allowances. You can offset both open and closed polygons, and you can put the offset on either the inside or the outside of the selected object(s).

Procedure:

1. Click on the Offset icon, or click "Offset" on the **Draw** menu. The command name OFFSET will appear in **green** on the right side of the status bar. The prompt on the command line says `Select object to offset:`
2. Click **LM** on the object you want to add seam allowance to. You can only select one object at a time. The command line will keep you informed as objects are selected and unselected.
3. If you are **done with selecting objects** click **RM** .
   If the Right mouse Context menu is set On you will get a menu to choose from. Select **Done Selecting**.
   An "Offset Distance" dialog box will appear.
4. Enter the amount of seam allowance you want. Remember to use decimal numbers, not fractions. (See the Fraction Conversion Chart for help.) A positive number will draw the offset outside the original object; a negative number will put the offset object inside the original object.
5. Click the "OK" button. A seam allowance will be drawn around the selected piece.

If you want to cancel the command without drawing offset, click **RM**, or press <ESC> until the command name is purple and you can read on the command line : `Cancel Command`
If the Right mouse Context menu is set On (in Settings/Configure default) after clicking **RM**, or press <ESC> you will get a menu to choose from. Select Cancel command.

The offset object, once drawn, is an object separate from the original object. You can do any of the things with it that you can do with any other PatternMaker drawing object.

NOTE: *The* OFFSET *command may not work well for objects that contain sharp angles or inward bends, or that overlap or cross over themselves. Most normal pattern pieces will not have this problem unless they contain darts. One way to avoid this problem is to draw the dart as a separate object from the main pattern piece. Checking the Offset lines box in Configure is important for drawing a precise offset*
Try changing the OFFSET LINES setting*.*

5.3 Edit Menu Commands

PatternMaker has many editing commands that allow you to move, change and adjust objects. These commands are all found in the **Edit** menu.

One thing these commands all have in common is that when you select an object, the command applies to the entire object. There is a second set of commands which have to do with points of objects. These are listed in the **Points** menu.

UNDO command

Edit -> Undo

The UNDO command reverses the last editing or drawing command.

Procedure:

1. Click the Undo icon, select "Undo" from the **Edit** menu, or type <CTRL>+Z.
2. The last change you made will be undone. If you drew a new object, it will be erased. If you moved an object, it will be returned to its original position, and so on.

Some commands cannot be undone, including: SAVE, Close, SAVE AS, and Create Symbol. ZOOM and PAN commands don't count--UNDO will undo whatever you did before the Zoom. In general, drawing, editing, grading and marker commands can be undone.

PatternMaker also supports a multiple-undo/redo feature. The number of commands you can undo or redo is determined by the configuration settings you have selected (see Configure Options). This number is limited only by the speed and memory capacity of your computer -- a longer Undo history will make your computer run more slowly.

If you undo the maximum number of steps, the command is inactive until you complete another undoable action.

See also:

REDO command

REDO command

Edit -> Redo

The REDO command restores the last editing or drawing action that was reversed with the UNDO command.

Procedure:

1. Click the Redo icon, or select "Redo" from the **Edit** menu.
2. The last action you undid will be redone.

See also:

UNDO command

MOVE command

Edit -> Move

The MOVE command moves one or more objects.

Procedure:

1. Click on the Move icon, or select "Move" from the **Edit** menu. The command name MOVE will appear in **green** on the right side of the status bar. The prompt on the command line says `Select object (selection done is RightMouse) :` .
2. Click **LM** on the object(s) to move. You can select and unselect as many objects as you want by repetitive clicking. The command line will keep you informed as objects are selected and unselected. If you want to move a whole pattern piece, be sure to select *all* of its pieces – i.e. darts in a bodice piece, grainline marks, etc.(all parts need to be highlighted)
3. If you are **done with selecting objects** click **RM** .
   If the Right mouse Context menu is set On you will get a menu to choose from. Select **Done Selecting**.
   The prompt on the command line says `Base point?`
   If you want to cancel the command select "Cancel Command" instead of Done Selecting.
4. The base point (the start of the move) is like grabbing a handle on the pieces to move. Simply click **LM** somewhere within the selected object(s). The command line will now ask for `Destination?`
5. Move the mouse around to move the piece(s), or enter a destination by typing a position in coordinate format. You will see a light blue line showing the origin and destination of the piece(s).

   Note: Do not "click and drag." Click once where you want to start moving the pieces; release the mouse button; and then click again where you want them to end up.
6. When the pieces reach the desired location, click **LM** to release them.

If you want to move pieces off the edge of the screen, use the ZOOM or PAN functions to see where you are going. You can use ZOOM and/or PAN even if you're in the middle of another command

If you want to cancel the command , click **RM**, or press <ESC> until the command name is ***purple*** and you can read on the command line : `Cancel Command`
If the Right mouse Context menu is set On (in Settings/Configure default) after clicking **RM**, or press <ESC> you will get a menu to choose from. Select **Cancel Command**.

.

ROTATE command

Edit -> Rotate

The ROTATE command rotates one or more objects around a "center point".

Procedure:

1. Click the Rotate icon, or select "Rotate" from the **Edit** menu. The command name ROTATE will appear in **green** on the right side of the status bar. The prompt on the command line says `Select object (selection done is RightMouse):`
2. Click **LM** on the object(s) to rotate. You can select and unselect as many objects as you want by repetitive clicking. The command line will keep you informed as objects are selected and unselected. If you want to rotate a whole pattern piece, be sure to select *all* of its pieces – i.e. darts in a bodice piece, grainline in a sleeve, etc.
3. If you are **done with selecting objects** click **RM** . If the Right mouse Context menu is set On you will get a menu to choose from. Select **Done Selecting**.

The prompt on the command line says `Rotate about what point?`
To select the right point it is very helpful to turn on first the Snap Endpoint.
If you want to cancel the command select "Cancel Command" instead of Done Selecting.

4. Click on the point you want the pieces to rotate around – like the center of a clock. The prompt on the command line says `Rotation (angle or base point of rotation):`
5. You can enter the rotation angle in one of three ways:
   - *Angle:* Type in the number of degrees you want to rotate the object(s). Your objects will rotate counterclockwise (left) that many degrees. To rotate the objects 90 degrees, type 90 and press <ENTER>. To go 90 degrees clockwise (right), type 270 and press <ENTER>. (There's no cursor on the command line, and you don't have to click there -- just type the numbers.) After you press <ENTER>, the pieces rotate, and you are done with the command.
   - *Base point and end point:* The base point is like a "handle" that you use to pick up the object(s). Click with **LM** somewhere to indicate the base point. Next, move the mouse around and watch the object(s) rotate around the center point. As you do this, you will see two **cyan** (bluish) lines which indicate the angle of rotation between the two points. When the object has rotated as much as you want, click **LM** to end the rotation and "drop" the objects(s).

     Hint: *Using* Snap To Endpoint *or* Snap To Grid *when you select the start and end points will allow you to rotate objects to align with each other, or with a horizontal or vertical line.*

   - *Base point and distance:* Click with **LM** somewhere to indicate the base point, then type a number and <Enter>. The number represents either inches or centimeters, depending on the Units you are working in. PatternMaker calculates a rotation angle such that the selected point moves the specified distance. This is for certain pattern layout procedures that require you to rotate an object for a measured distance.

You don't have to select the above choices from a list. Just start entering the information and PatternMaker will figure out which method you are using.

If you want to cancel the command , click **RM**, or press <ESC> until the command name is purple and you can read on the command line : `Cancel Command`
If the Right mouse Context menu is set On (in Settings/Configure default) after clicking **RM**, or press <ESC> you will get a menu to choose from. Select **Cancel Command**.

ERASE command

Edit -> Erase

The ERASE command erases one or more objects.

Procedure:

1. Click on the Erase icon, or click "Erase" on the **Edit** menu. The command name ERASE will appear in **green** on the right side of the status bar. The prompt on the command line says `Select object (selection done is RightMouse):`
2. Click **LM** on the object(s) to erase. As you click on objects, they will be highlighted. If you select something by accident, just click on it again to un-highlight it. You can select and unselect as many objects as you want by repetitive clicking.
3. If you are **done with selecting objects** click **RM** . If the Right mouse Context menu is set On you will get a menu to choose from. Select **Done Selecting**.
   The object(s) you selected will be erased.

Note: If the Right mouse Context menu is set off:
Although you can abort many commands by pressing the <ESC> key, the ERASE command cannot be aborted.

If you press the <ESC> key while an object is highlighted, it will be erased. If you want to cancel the command, either un-select all objects and then press <ESC>, or go ahead and finish the command and then immediately use the UNDO command before doing anything else.

5.4 View Menu Commands

The **View** menu contains all the commands that have to do with what you see in your drawing, and how you see things.

Many elements of the PatternMaker environment can be turned off and on as needed. These elements are described below.

The particular menu items you see will depend on which version of PatternMaker you are using. Not all commands are available in all versions.

TOGGLE PAGE GRID command

View -> Page Grid

This command shows or hides the page layout grid.

Procedure:

- Select "Page Grid" from the **View** menu. A check mark appears in front of the menu item if the page grid is turned on.
- You can also use the shortcut key <F12> for this command.

The size of this grid is determined by the size of the paper you are using in your printer. Inkjet printers and laser printers are not able to print all the way to the edge of the paper, so this grid displays just the printable area of the page, not the actual paper size. A change of printer or a different paper size will affect the appearance of the page grid.

This is also important when you print as PDF!! (the page grid changes)

See also:

Page layout grid

PRINT command

TOGGLE GRID command

View -> Alignment Grid

This command turns the alignment grid on and off.

Procedure:

- Select "Grid" from the **View** menu. A check mark appears in front of the menu item if the grid is turned on.
- You can also use the shortcut key <F4> for this command.
- To change the grid spacing, use the GRID command on the Settings menu.

See also:

Screen objects: Alignment grid

SNAP TO GRID

TOGGLE YARDAGE GRID command

View -> Yardage Grid

This command shows or hides the yardage grid.

Procedure:

- Select "Yardage Grid" from the **View** menu. A check mark appears in front of the menu item if the page grid is turned on.
- You can also use the shortcut key <CTRL>+<F12> for this command.

The size of this grid is determined by the "Bolt Width" setting on the Configure form. Each red-outlined panel represents one "width" of fabric (whatever you have designated that to be).

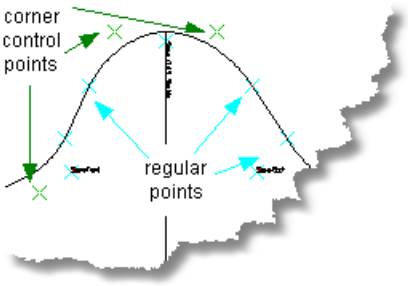
See also:

Arrange pattern layout

Define fabric width

POINTS - SHOW VERTEX command

This command shows or hides all the vertices (points) in the drawing. Points are represented by an "X." Corner points are shown in **green**, and regular straight-line points are shown in **blue/cyan**.



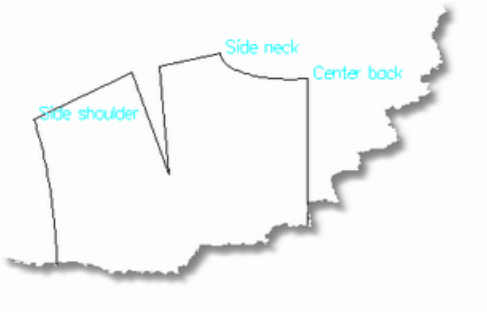
If there are two points at the same location the Xs cancel each other out, and no "X" appears at that location.

Procedure:

- Select "Points" from the **View** menu. A submenu opens. A check mark appears in front of the menu item "Show Vertex" if the points are turned on.
- You can also use the shortcut key <F5> for this command.

POINTS - SHOW NAME command

This command shows or hides the point names in the drawing. Most patterns don't use named points, but this command is available on the menu in case it's needed.



Procedure:

- Select "Points" from the **View** menu. A submenu opens. A check mark appears in front of the menu item "Show Name" if the point names are turned on. If you turn on the names and nothing appears, it means that no points have been named.

ZOOM commands

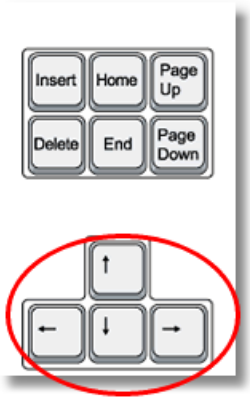
PAN commands

View -> Pan

PAN changes your point of view in a drawing, moving the center of the drawing to a new point without changing the scale. You can use either the icons or the arrow keys to pan up/down/left/right.

The arrow keys work just like the arrows on a window scroll bar:

- the up arrow scrolls up in the drawing, the drawing is going down
- the down arrow scrolls down in the drawing, the drawing is going up
- the right arrow scrolls to the right in the drawing, the drawing is going left
- the left arrow scrolls to the left in the drawing, the drawing is going right



You can use the <F9> key to pan so that the mouse location is at the center of the screen.

All of the pan keys and icons can be used at any time, even if you are in the middle of another command.

See also:

ZOOM command

ZOOM commands

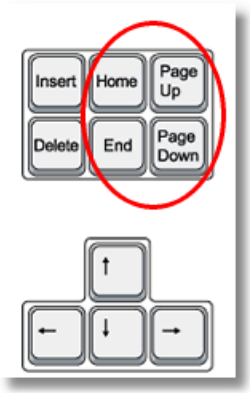
View -> Zoom

The ZOOM commands change the scale of your drawing on screen. PatternMaker lets you view your drawing at virtually any scale, and ZOOM has many options to select the scale you want.

Using the ZOOM commands will not change the actual size of your drawing, which is the size it prints out on paper.

Quick Zoom:

- To see the entire drawing, press the <END> key.
- To zoom to a specific point, put the mouse cursor on the point you want to see and press the <HOME> key or the <F3> key.
- To zoom in quickly, press the <Page Down> key or the <F2> key.
- To zoom out, press <Page Up> key or the <F1>.



Zoom menu commands:

Procedure
Activate the ZOOM command by clicking the Zoom icon, or select "Zoom" from the **View** menu. Then, follow any of the following options:

scale:
Type **F**. You will be prompted for a number and the scale will be set to that value. The larger the number, the larger objects will appear on your screen:

- 3 makes all objects appear three times larger than before
- .25 makes all objects appear 1/4 their previous size

window:

Click theWindow icon or of type **W**. This option draws a rectangle. Click on a point at one corner of the area you want to view (ie. upper left). Next, click on the opposite corner of the area you want to view (ie. lower right). The scale will be set so that this window fills the screen. This is the default option.

all:

Click the icon All or type **A**. The scale will be set so that all objects in the drawing are in view. (Objects on layers that are turned off are not considered). This has the same effect as pressing the <END> key.

previous:
Type **P**. Resets the scale to its last value.

The ZOOM options can be selected with icons or hot keys. All the icons and hot keys can be used at any time, even when you are in the middle of another command.

These Hot Key assignments can be changed on the *Hot Keys* tab of the "Configure" form, found on the **Settings** menu.

See also:

ZOOM IN/OUT command
ZOOM ALL command
PAN command
Configure options

ZOOM IN/OUT commands

ZOOM IN
Zoom in by a factor of two. This means all objects are shown twice as big as before.

ZOOM OUT
Zoom out by a factor of two. This means the drawing area contains twice as big an area as before.

See also:

ZOOM command
ZOOM ALL command
PAN command

ZOOM ALL command

View -> Zoom

ZOOM ALL zooms in or out so all objects in the current drawing are visible.

Procedure:

- Select ZOOM ALL from the **View**/Zoom menu, or press the <END> key.
- The scale will be changed and the picture redrawn so that all objects in the drawing can be seen.

Note: Any objects on layers that are turned "off" will be invisible, and they will be ignored in calculating the extent of the drawing.

See also:

ZOOM command
ZOOM IN/OUT command
PAN command

REFRESH command

The REFRESH command redraws the entire PatternMaker screen area. Occasionally Windows leaves stray marks in the PatternMaker window. Use this function to clear these up.

Procedure:

- Select "Refresh" from the **View** menu.
- The screen refreshes
-

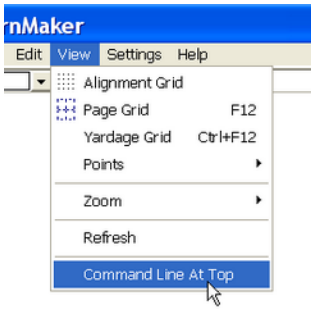
COMMANDLINE AT TOP command

View -> Commandline at top

By default the command line (prompt) is set to the bottom of the screen. This position can be changed to the to of the screen with the Commandline at top command.
Moving the command line to the top will make the lines better readable.

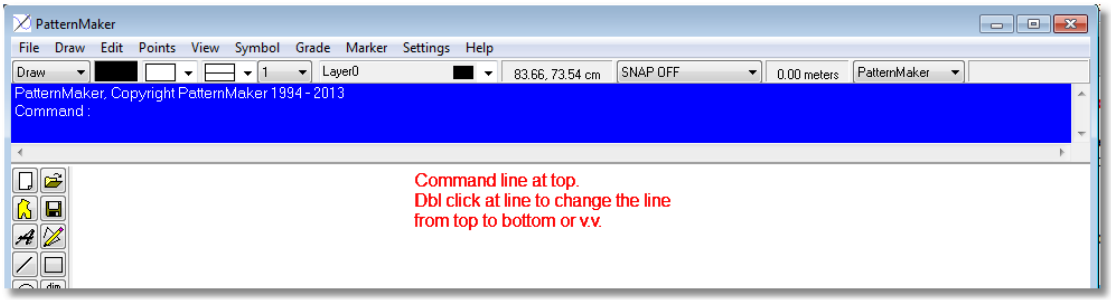
Procedure:

1. Select "Commandline at top" from the **View** menu.
2. Click the checkbox before the Command line at top. The command line will be moved to the top of the screen just under the Status bar.



An easier way to move the command line is by **doubleclicking** at the Command line**.**

This will also move the line to the opposite place at the screen (top or bottom).



5.5 Settings Menu Commands

The **Settings** menu contains commands that control all aspects of how the program looks and behaves, as well as users' measurement table information.

SNAP commands

The SNAP command sets the snap mode. When Snap is on, an "X" will follow the mouse and show the nearest snap point.
Turn on for instance the Snap Endpoint and turn on also the points with < F5> key and move with your mouse over your drawing. You will see that a blue vertex will change from blue to red when you move the mouse over a vertex.

Snap is used in combination with LINE, POLY, MOVE and other drawing and editing commands. Whenever you click the mouse and there is a snap point near it, that point is selected instead of the actual mouse location. This lets you make more precise inputs.

Procedure:

- You can set the snap mode at any time with the Function (hot) keys or icons, even when you're in the middle of a command.
- If you select the "Snap" command from the **Settings** menu, you are presented with the following choices:

Option	What it does	Hot Key (hold <CTRL> key down)
snap off	Turn off Snap	<CTRL>+<F1>
grid	Snap to grid points	<CTRL>+<F2>
end-point	Snap to endpoints/vertices	<CTRL>+<F3>
nearest	Snap to nearest edge of object	<CTRL>+<F4>
ortho	Draw vertical or horizontal only	<CTRL>+<F5>
mid-point	Snap to midpoints of lines	<CTRL>+<F6>
intersection	Snap to intersection of lines	<CTRL>+<F7>
offset	Snap to offset from line	<CTRL>+<F8>
measured distance	Measure along an object from a point	<CTRL>+<F9>

The Snap mode you choose stays in effect until you make a different selection.

See also:

Hot key functions

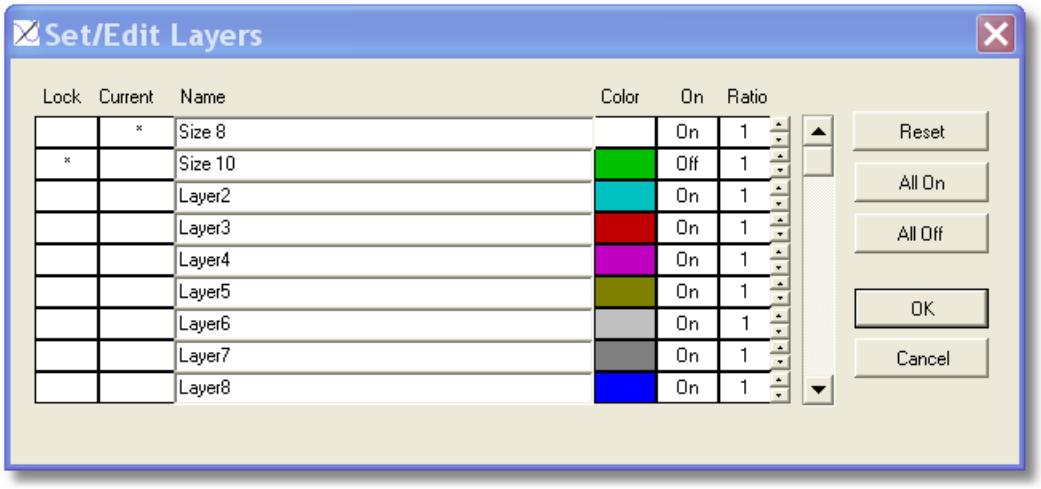
LAYER command

Settings -> Layers

The LAYER command is used to modify the layer list. Every object is on a layer, and only objects on layers that are turned ON can be seen. A drawing can have up to 24 layers.

Procedure:

1. Activate the LAYER command by using the Hotkey <F11>, or select "Layer" from the **Settings** menu. A window appears listing information for all layers.
2. The window contains the following information:



Lock: Indicated with an asterisk. Objects on a locked layer remain visible, but cannot be selected or changed. Click the mouse to lock the layer.

Current : Indicated with an asterisk. All new objects are drawn on the current layer. Click the mouse by a different layer to switch to that layer.

Name: Click on the name, then type in a new name for the layer. By default, layers are named "Layer0," "Layer1," etc.
When you stretch the form the Name field becomes wider. It is therefore possible to read longer layer names.

Color: Click on the color swatch, then select a new default color for the layer. These settings apply only to the current drawing.

On: Click on the word "on" or "off" to turn layers on and off. Turning a layer off makes any object on that layer invisible.

Reset: Set all layers back to their original colors and names.

3. Click on any item with the mouse to change or set it. When finished, click the "OK" button.
4. After the dialog box closes, the drawing will be updated to reflect the new settings.

When you stretch the Set/Edit Layers form the Name field becomes wider. very handy for longer layer names.

You can also switch to a different layer by clicking the "Layer" drop-down box in the status bar

Note: you can change the width of the several fields in the status bar by moving your cursor over the side lines of a box. When you see the divider move it to the right or left, just the way you want it. It is possible to see the whole layer name by redesigning your status bar.

See also:

Using Layers
COLOR command

Registering PatternMaker

PatternMaker uses a serial number and unlock code system to restrict and unlock the features of the different versions (read about the different versions).

When you load the program, it will be run as the Basic Viewer. The Basic Viewer will run and print the pre-designed patterns, but it does not have any drawing or editing features.
You can register for a free 30-day demo, or you can purchase one of the higher versions which will give you access to more features. (Visit our web site www.patternmakerusa.com for current pricing information.)

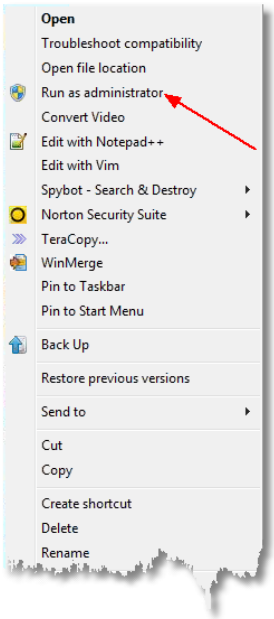
When you ask for a demo or have bought a version you will receive (by mail) a **serial** number that you need for registration.

Procedure:

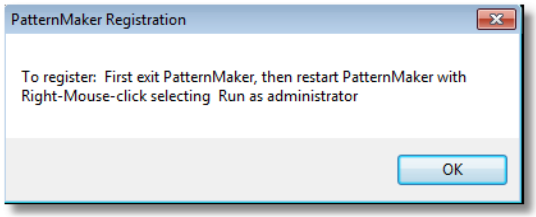
1. Registering is done on internet, therefore you will need an **internet connection** for registering. If you have not an internet connection on your computer/laptop please contact with us for a manual registration.

2. Registering can only be done when you run PatternMaker as an administrator.

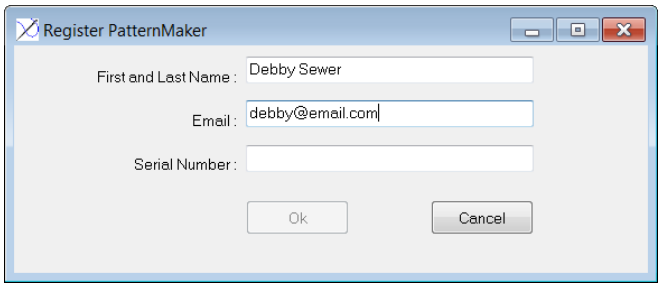
   Click with your RightMouse at the icon of PatternMaker on your desktop or via the Start menu.
   Select "Run as administrator".
   A Windows message appears if you want to allow opening PatternMaker.
   Click Yes.
   PatternMaker will open.
   Select in the Welcome form "Empty page" and click OK.



   When you want to register without selecting the Run as administrator option, you will get a message about the way you have to register.


PatternMaker Registration
To register: First exit PatternMaker, then restart PatternMaker with Right-Mouse-click selecting Run as administrator
OK

3. Select in the menu Settings ->Register. The Register dialog box opens:



4. Type in your name, email address, and the serial number you received when purchasing PatternMaker or when you asked for a demo.

5. Click "Ok."

6. You will get a message that you are successfully registered and that it is necessary to exit the program and start it again.
   Now PatternMaker will have the required features.
   After that, you can open PatternMaker in the normal way without the Run as administrator option selected.

When the registration could not successfully be done (eg. because you have no registrations left or you do not have internet connection) you will get a message of the reason.
When this reason is not helpful, please contact us at support@patternmakerusa.com

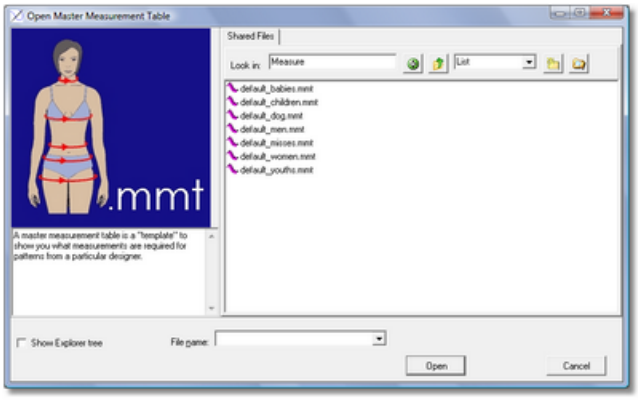
CREATE MEASUREMENT TABLE command

Settings -> Create Measurements

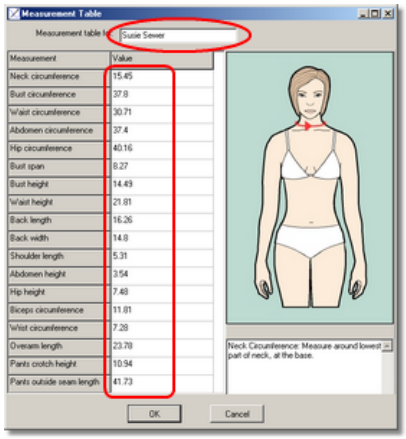
Use this command to save a personal table of measurements for each user. Already with PatternMaker Basic Reader you can save measurement tables.

Procedure:

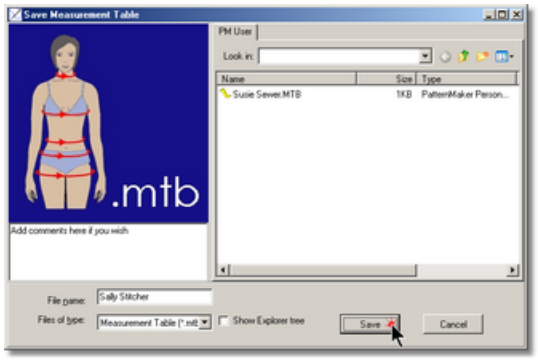
1. Select "Create Measurements" from the **Settings** menu. A dialog box opens, showing the Master Measurement Table(s) (**.MMT** files) that are provided by the macro designer. This is a "template" file that shows which body measurements are required by that person's designs. Each designer will provide his/her own MMT file, and they are not interchangeable.
2. Select the Master Measurement Table for the designer whose macro you are using and click the "Open" button.



3. Replace the default numbers with your own measurements. This information is taken from your measurement chart (included with each macro collection). Remember to use decimal numbers, so 8-3/4 inches is 8.75 inches, and so forth. Type 8.75 and not 8,75 . (See the Fraction Conversion Table.)



4. Click the "OK" button. The Measurements LaunchPad window opens. PatternMaker will open in My Documents the folder MeasureTables.
   Give your new measurement file a name and, if you wish, some comments at the left side of the form.



5. Note that the personal measurement tables that you create have an **.MTB** file extension. You will never accidentally overwrite the original Master Measurement Table (.MMT).

See also:

EDIT MEASUREMENT TABLE command

COPY MEASUREMENT TABLE command

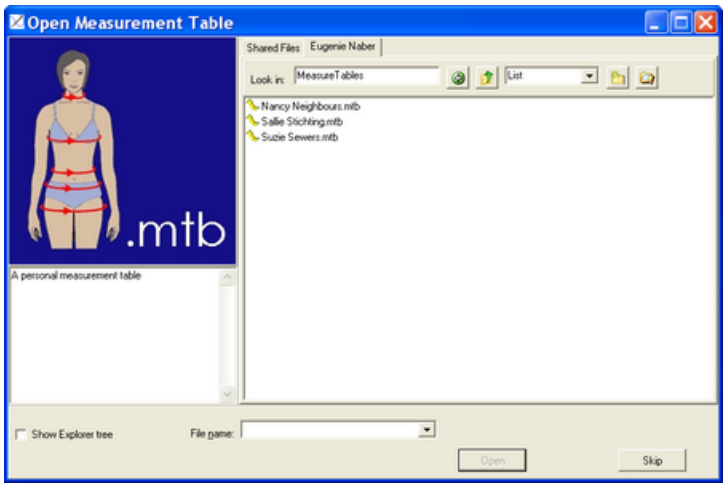
EDIT MEASUREMENT TABLE command

Settings -> Edit Measurements

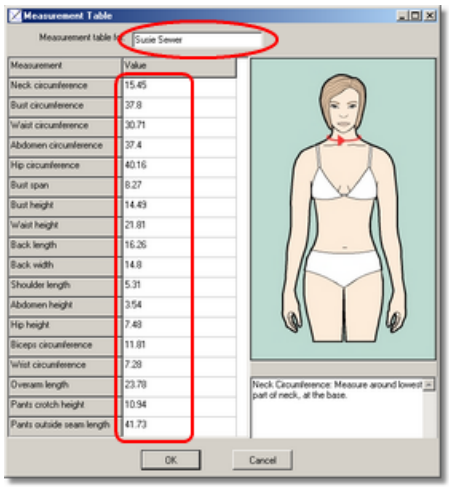
This command is used to make changes to a personal measurement table that has been created and saved.

Procedure:

1. Select "Edit Measurements" from the **Settings** menu. A dialog box opens, showing the personal measurement tables (**.MTB** files) that have been created and saved in the folder MeasureTables in My Documents.



2. Highlight the table you want to edit, and click the "Open" button.



3. Make the necessary changes and click the "OK" button. The file is automatically saved, and you will be returned to the drawing screen.

See also:

CREATE MEASUREMENT TABLE command

COPY MEASUREMENT TABLE command

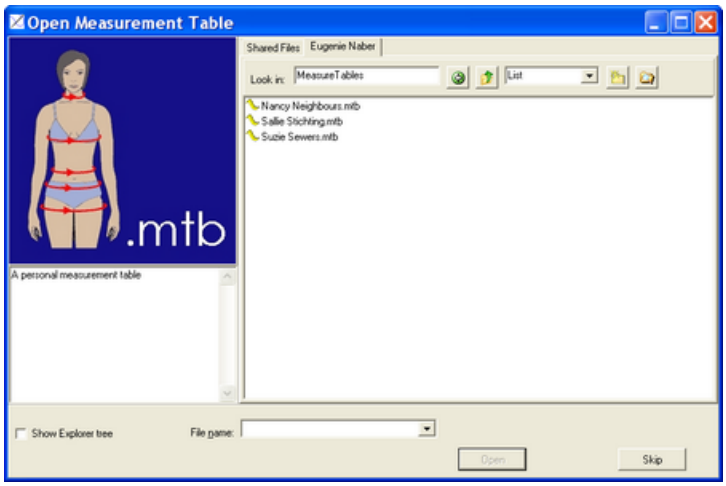
COPY MEASUREMENT TABLE command

Settings -> Copy Measurements

This command is used to make a copy of a personal measurement table that has been created and saved. You can edit an existing measuretabel and save it as another name. The original tabel is also saved.

Procedure:

1. Select "Edit Measurements" from the **Settings** menu. A dialog box opens, showing the personal measurement tables (**.MTB** files) that have been created and saved in the folder MeasureTables in My Documents.



2. Highlight the table you want to copy, and click the "Open" button.
3. The measurement table opens. Make any necessary changes and then click the "OK" button.
4. Save the table with a new name.

This process is exactly the same as EDIT MEASUREMENT TABLE, except that this command gives you a chance to rename the file, while the original file is also saved.

See also:

CREATE MEASUREMENT TABLE command

EDIT MEASUREMENT TABLE command

Configure/Configure Defaults

There are two ways to configure PatternMaker:

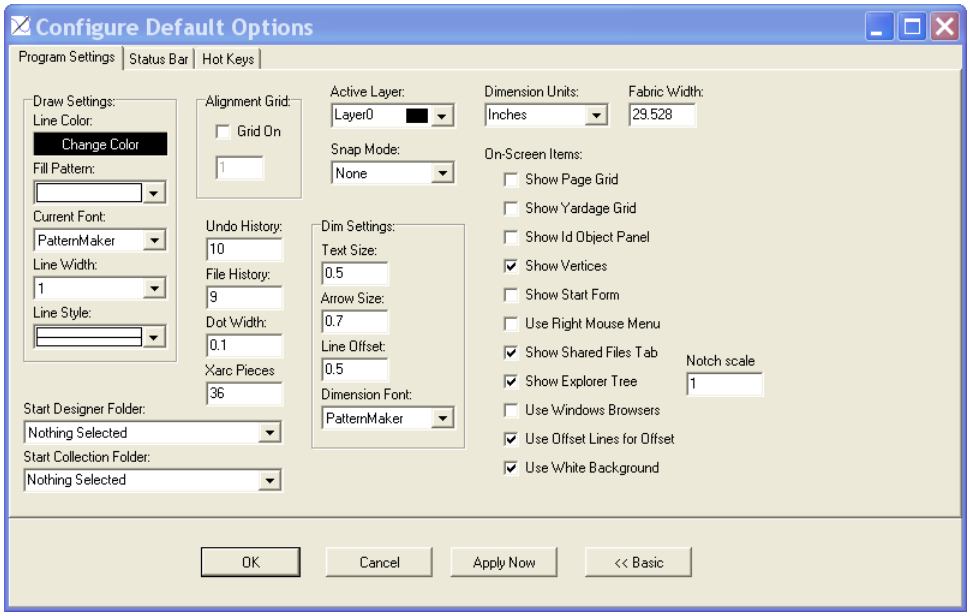
1. You can set drawing properties, viewing options, and program behaviors that will be in effect **on the opened file** (*Configure*).
   Some drawing options you can change in the status bar on the screen. These changes will be visible in the Configure form.
   Some changes, you want to make have to be done in the Configure form itself like background color.

2. You can choose settings that will be in effect **every time you start PatternMaker** or **open a new or saved file** (*Configure Defaults*).

When you open these two forms, they may display different information.
The *Configure Defaults* form shows how PatternMaker will start up every time you open the program or a new or saved file.
The *Configure* form will display the current settings, reflecting any changes you may have made in the current drawing.

Configure Program Options: Program Settings

From this screen you can change many things having to do with the way PatternMaker looks and acts. When you do not see the form as it is shown here click the "Advanced button" on the bottom of your form.



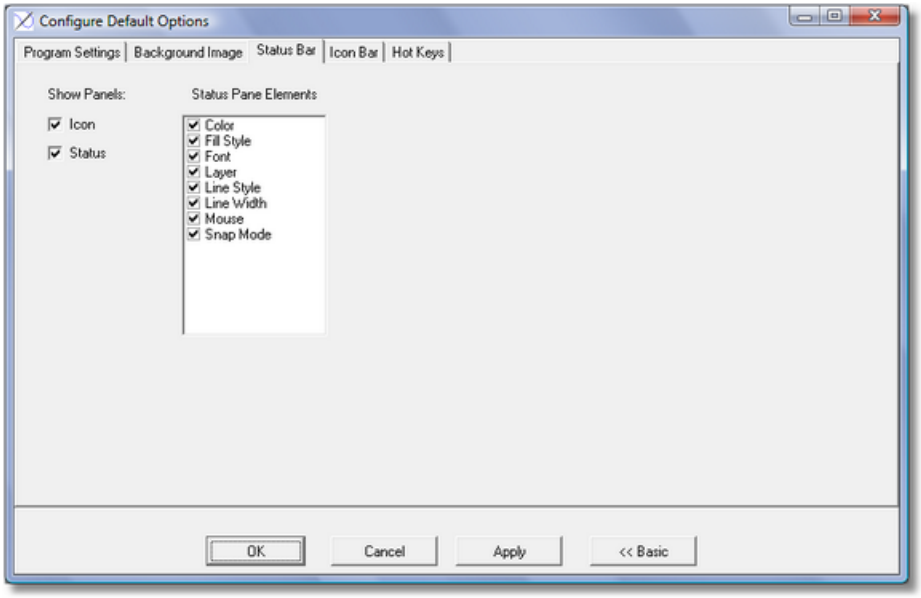
• Draw Settings	Determine the appearance of objects
• Start Folders	Set where LaunchPad opens
• Grid Settings	Toggle grid on/off and change grid spacing
• Undo History	Change number of steps you can Undo
• File History	Change number of most-recently-used files on File menu
• Dot Width	Change radius of "dot" pattern markings
• XArc Pieces	Change the smoothness of curves
• Active Layer	Selects the active layer
• Snap Mode	Selects a snap mode
• Dim Settings	Change how Dimension objects are displayed
• Meas Units	Select inches or centimeters as your working units
• Fabric Width	Define the width of fabric you will use for your pattern layout
• Show Page Grid	Turn page grid on/off
• Show Yardage Grid	Turn yardage grid on/off
• Show ID Obj Panel	Turn ID Object Panel on/off
• Show Vertices	Turn points on/off
• Show Start Form	Show Start Form when PatternMaker opens
• Use Context Menus	Turn right-click context menus on/off
• Show Shared Files	Show the "Shared Files" location for opening and saving files
• Show Explorer Tree	Show the Tree view in the LaunchPad windows
• Use Windows Browsers	Toggle LaunchPad interface
• Offset Lines	Toggle Offset Lines/XArc mode for drawing curves
• White Background	Toggle background color from white to black
•	Open Arrow form directly after adding a grading arrow
•	Set the default units for opening and saving dxf files
• Notch scale	Set the size of the used notches in a scale

See also:

Configure: Status Bar

Configure Program Options: Status Bar

This tab controls what is visible in the main drawing window:



Show Panels:

Icon If this is checked the icon pane is displayed

Status If this is checked the status pane is displayed

Status Pane Elements:

This controls which elements of the status bar pane are displayed. If an element is checked it is displayed in the status bar. (Remember, you might not see all of these options in your version of PatternMaker.)

See also:

Configure: Program Settings

5.6 Help Menu Commands

HELP command

Help -> Help Contents

Use "Search," above, to select a topic from PatternMaker's list of commands.

For Icons: click right button of mouse on icon.

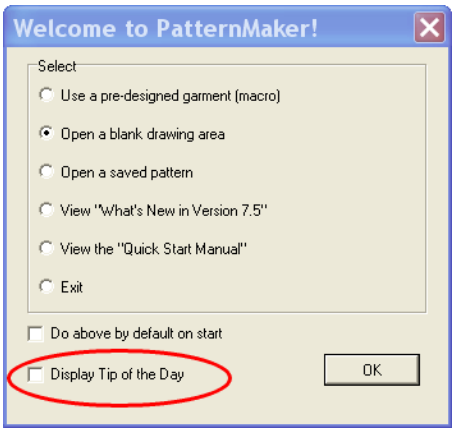
Click on the green underlined text to jump from topic to topic within the Help file.

Use the "Back" button to go back to a topic you have already visited.

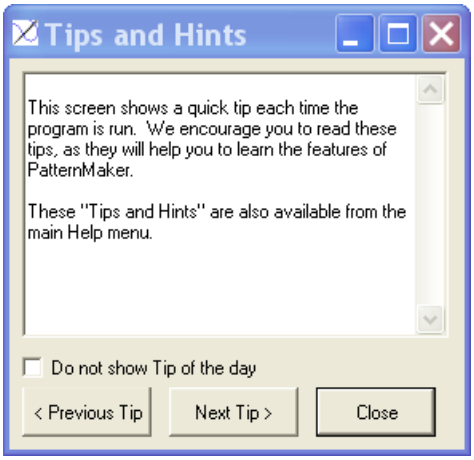
Use "Print Topic" from the **File** menu of the Help program to print out any topic as you are viewing it.

TIPS AND HINTS

The "Tips & Hints" feature has been added to help you make the most of your PatternMaker experience by pointing out useful things you may not be aware of.



If the "Display tip of the day" checkbox is marked, the next dialog box that opens displays the tip:


Tips and Hints
This screen shows a quick tip each time the program is run. We encourage you to read these tips, as they will help you to learn the features of PatternMaker.
These "Tips and Hints" are also available from the main Help menu.
Do not show Tip of the day
< Previous Tip
Next Tip >
Close

If you do not wish to view the Tip of the Day, just clear the checkbox on the Start Form or the Tips and Hints form. (If you have turned off the Start Form, you can display it again with an option on the Configure form.)

CALCULATOR

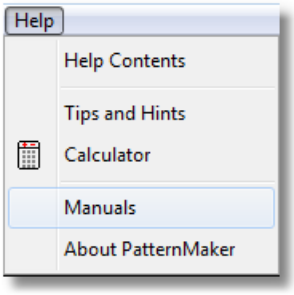
Help -> Help Calculator

Selecting this option will launch the Windows calculator. This tool can be useful as you work with your pattern, if you need to add measurements together, etc.

MANUALS

When you select the Manuals command the folder Documentation in PatternMaker will be opened.

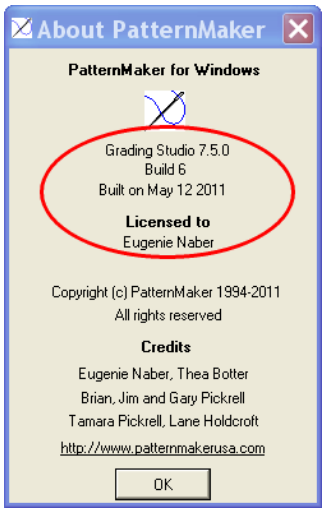
In this folder you will find all the available documentation about working with PatternMaker like the manuals of each version and the Quick Start manual.



ABOUT... box

The About box displays the copyright information for PatternMaker.
It also tells you which version you are using, the build number and to whom the program is licensed to.
If you need to request technical support, the build number can be given to PatternMaker personnel in order to determine if you have the latest version.

You can also connect to the PatternMaker web site from this box. Just click on the link and it will automatically launch your browser.



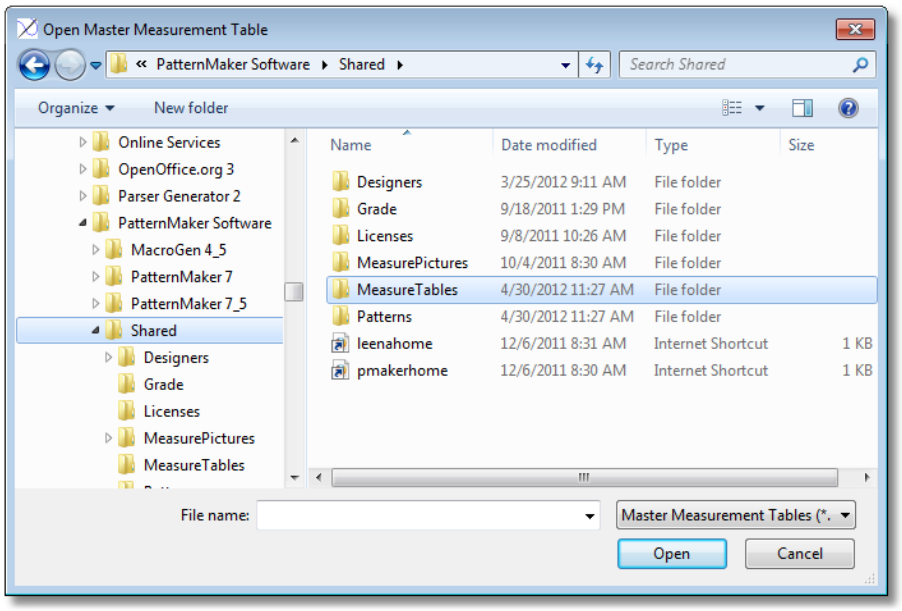
If you are not registered or not registered correctly, the version will be shown as "Basic". For registering, follow the instructions you were given after purchasing the program or after asking for a demo.
See also: Registering PatternMaker

Appendix: Using Windows dialogs instead of LaunchPad

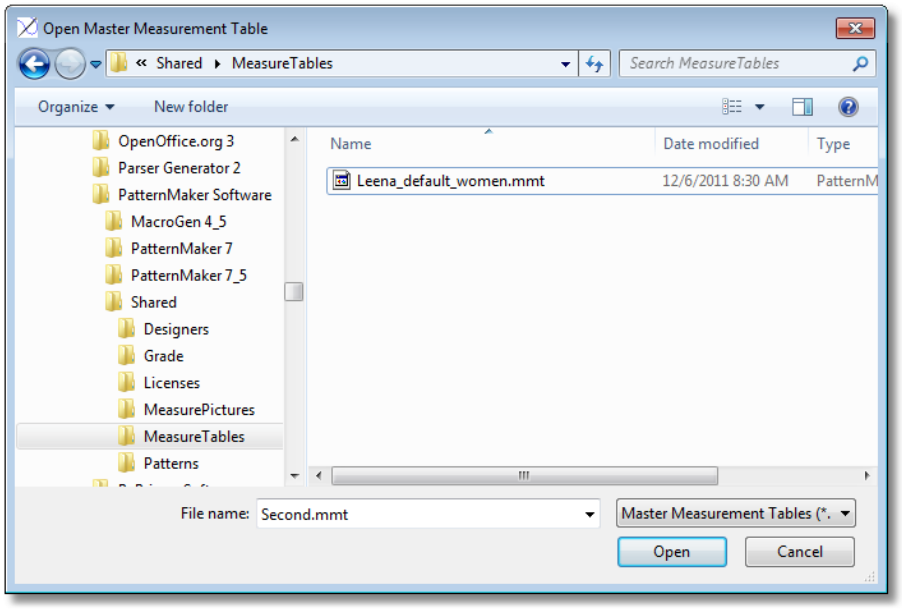
If you choose not to use the LaunchPad interface, the File/Open, File/Save, and File/Run Macro procedures will look very different from what is pictured in the main sections of this documentation.

6.1 Create a personal measurement table

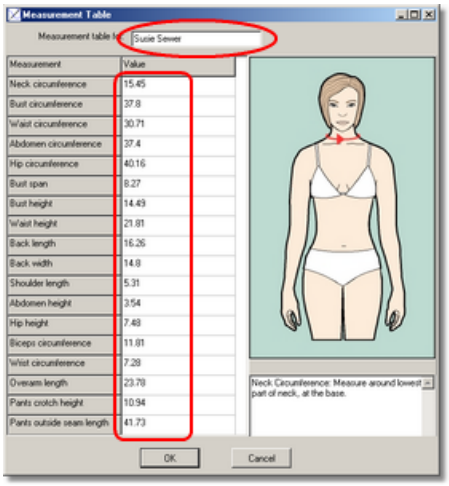
- Have someone help you take your measurements
- Open PatternMaker
- Select "Create Measurement Table" from the **Settings** menu
- Navigate to *C:/Program Files/PatternMaker Software/Shared/MeasureTables*



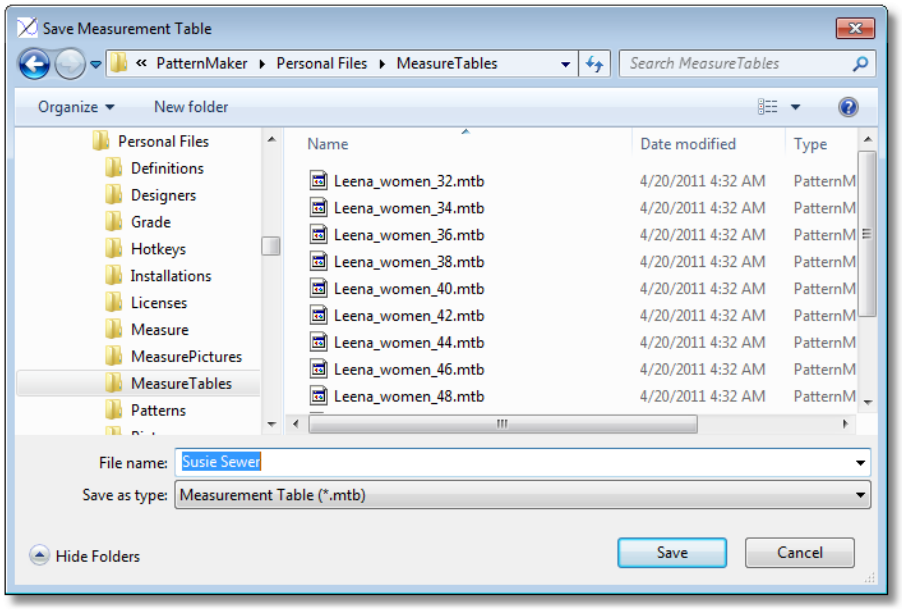
- Open the sample measurement file called *Leena_default_women.mmt:*



- Enter your name and replace the default numbers with your own:



- Save the new table with your name:



See also:

Using Measurement Tables

6.2 MACRO command

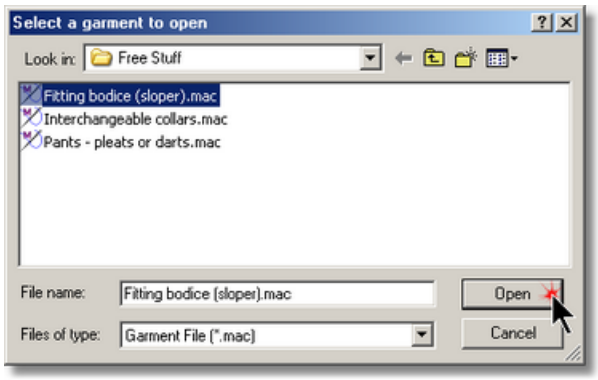
The MACRO command runs a macro. Macros are small programs that run inside PatternMaker to create basic blocks or complete patterns.

Before you run a macro, set up a personal measurement table

Procedure:

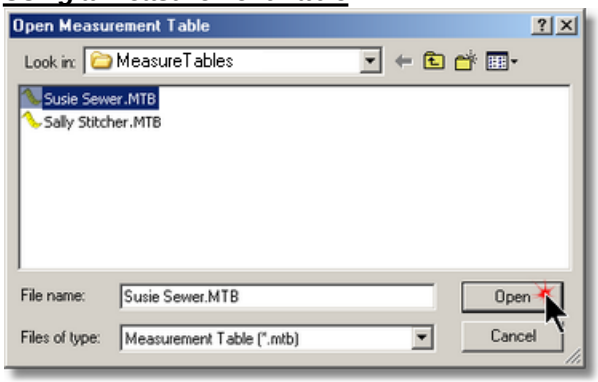
1. Click on the Macro icon, or click "Macro" on the **File** menu.
2. A dialog box will ask you to select a file. Each macro is a file with a name ending in "**.MAC**", such as Pants. mac. The name of each macro file is given, along with the descriptions of the macros, in the separate

instructions that accompany the macro collection. Select the macro you want to run and click the "OK" button. It may take a few seconds for PatternMaker to load the macro.



3. You will now see a series of dialog boxes which ask questions and offer choices. The choices are different for each macro. (For instance, for the womens dress, you will be asked if you want a sleeveless dress or one with sleeves.) To continue through the macro, use your mouse to click on one of the options. If you click "Cancel" the macro will abort and you will be returned to the drawing screen.
4. After you have made your choices, it's time to enter your measurements. You can either use a saved measurement table, or you can enter the measurements manually.

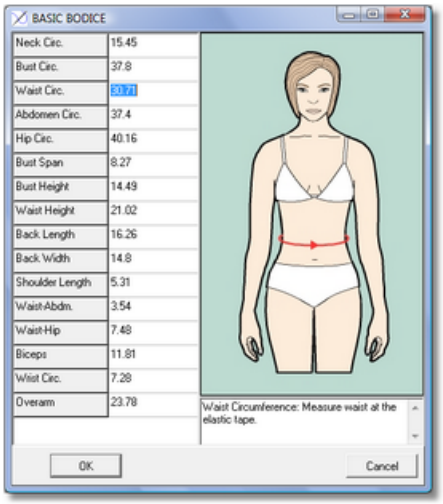
Using a Measurement Table



From the "Open File" dialog box, select a measurement table and click the "Open" button. The measurements from this table will be "plugged into" the macro.

NOTE: You will see only those measurement tables are shown who can be connected to this macro. When you do not see a measurement table be sure that you have saved one of this designer.

Entering Measurements Manually



The macro will prompt you to select a measurement table, but if you do not want to use one, click the "Skip" button to close the "Open File" dialog box. The macro will then display a dialog box into which you can enter your measurements. Some macros may have two dialog boxes for measurements. Fill these in from your *measurement chart*. Remember to use decimal numbers, so 8-3/4 inches is 8.75 inches and so forth. (Use the Fraction Conversion Chart for help.) Be careful to enter the right numbers in the right spaces. When you are ready, click OK or press the <ENTER> key.

5. While the macro is running, the mouse pointer icon turns into an hourglass. You may have to wait for the macro to run, especially if you do not have a fast computer, or if the macro you are using is particularly complicated. You will know the macro is done when the hourglass cursor changes back to an arrow and the prompt `Command:` appears on the status bar.

IF YOU CANNOT SEE THE PATTERN PIECES, OR IF YOU ONLY SEE PART OF THEM, PRESS THE <END> KEY TO VIEW ALL THE PIECES IN THE DRAWING.

The macro will draw your new pattern in the drawing area. If there is a drawing on the screen when you run a macro, the macro will be *added to* what is on the screen. It may overlap existing pattern pieces. If this happens you can use the MOVE command to move things around. Use the ZOOM and PAN commands to view different parts of the drawing.

A macro can be run as many times as you wish. With the Deluxe Editor or higher, you can reuse your own measurement table, and you can create new tables for many different people.

Once the macro has created the pattern on the screen, the drawing can be saved as a **.PAT** file, to be opened and printed again later. With the Deluxe Editor or higher, you can also edit the .PAT file, but you cannot automatically change the body measurements used in the garment. To change the measurements, run the macro again.

6.3 Save a pattern file

The SAVE AS command saves the current drawing with a new file name, while leaving the current file unchanged. Use this to save your new work without erasing your old work.

Procedure:

1. Select "Save As" from the **File** menu. The Save File dialog box appears.
2. If necessary, navigate to the location where you want the file to be saved.
3. Type a name for your file, or select a file from the list. If the filename you select or type already exists, that file will be overwritten. If you type a new name, a new file is created.
4. PatternMaker automatically adds the "**.PAT**" extension. If you want to save in a different format, for example **.DXF**, click the "Save as Type" drop-down box, and select the file type from the list.

5. Click the "Save" button.

See also:

SAVE command

DXF Import/Export

6.4 OPEN command

The OPEN command opens an existing drawing (a **.PAT** file) which has been saved on disk. Opening a new file replaces whatever is on the screen. If there is a drawing open, the program will ask you if it should be saved.

Procedure:

1. Click the Open icon, or select "Open" from the **File** menu. The Open File dialog box appears.
2. If necessary, navigate to the location of the file you want to open.
3. By default, **.PAT** files (PatternMaker format) are displayed. If you want to open a different format, for example **.DXF**, click the "Files of Type" drop-down box and select the file type from the list (see picture).
4. Select the file you want to open.
5. Click the "Open" button.

You can open a PatternMaker Backup file (.BAK) through the OPEN command.
This is useful if you've made a major mistake in your drawing that the UNDO command cannot fix, and you need to go back to a previous version of your file.

See also:

DXF Import/Export

Troubleshooting & Support

7.1 Frequently-asked questions

Where do the macros come from?

There are many talented and creative people around the world creating macros! The original collections were produced by a Finnish designer, Leena Lähteenmäki. She created patterns for basic, classic garments. Other designers are now producing macros for Renaissance costumes, wedding gowns, and many other applications.

PatternMaker Software publishes another program called MacroGenerator which helps designers to create the macros without requiring knowledge of computer programming. For information about MacroGen, please go to the PatternMaker website.

Can I create my own macros?

If you have PatternMaker Professional Studio or higher for drawing the patterns for your macro and you have the unique program **Project Editor.** With **Project Editor** you can create simple macros for patterns that adjust only in two dimensions(standard sizes) -- for example, an unusual pillow design, or a pattern for a hat.

If you want to create patterns that will adjust in three dimensions -- almost any type of clothing -- you can use a program called MacroGenerator, also from PatternMaker Software. Click here for more information about MacroGen.

Can I adjust the body measurements after a pattern is on the screen?

No. Once the pattern is drawn, it is defined as a specific size. To change the measurements, re-run the pattern.

To see more **Frequently Asked Questions** look also at our website the FAQ chapter/Knowledge Base

7.2 Identifying and solving problems

None of the drawing or editing commands work

1. Make sure you're not in the middle of some other command (check the status bar).
2. Make sure the program version you are using is supposed to offer drawing and editing commands.

I've purchased the program, but it tells me I only have XX number of days to use it

If you see this message after you've purchased the Deluxe Editor or higher, it means you haven't registered the program yet. Go to the "Registration" form on the Settings menu and follow the directions there. (See Registering PatternMaker for more details.)

I can't install a macro collection

All the macro collections require a password to install them. You receive the password when you order, either in an e-mail, if you order by download, or on the macro package if you order through the mail. *After the collection is installed, **be sure to write down the password**, since you will need it to install future macro updates.*

The lines on the printed pattern are too light

Set your printer to its lowest resolution. Lower resolution means fewer dots per inch; fewer dots per inch means each dot is larger. When PatternMaker prints something, it prints each line "one dot" wide. Therefore, if the printer is printing larger dots, the pattern lines are thicker/darker. See Configure: LINE WIDTH

I can't make this command work

Every command has detailed step-by-step instructions in the Reference section of the Help file.

It takes a long time to open the file browser when I want to start with a saved pattern

We've seen this happen if you have a lot of files loose in your user directory. If you can organize the files into folders, you should find that the file browser opens more quickly.

When I maximize the screen the drawing refresh after every step!
The solution is to change the screen settings of PatternMaker. Click Right Mouse at the PM icon at the desktop.
Select Properties.
Run: Change it to Normal screen
It will give no refreshing the screen anymore.

At our website in the Frequently Asked Questions chapter we have more trouble shooting answers.
See the **FAQ chapter/Knowledge Base**

7.3 Getting Help

There are several avenues available to you if you need help.

1. First, check the Help file. It has been expanded to make it easier to find what you need. You can access the Help file from the Help menu, or by typing ?
2. Next, check the Index of the User's Manual, and the Index of the Tutorial. You may be able to find a reference to something you didn't notice in the Help file.
3. If it's a piece of terminology that's puzzling you, check the Glossary.
4. Finally, you can contact technical support by e-mail, at support@patternmakerusa.com. Also consider joining the PatternMaker User's Group e-mail discussion list. Check the PatternMaker web site for instructions on how to join:

   www.patternmakerusa.com

   You can use the link in the "About" box (located on the Help menu) to automatically launch your browser and go directly to our site.
5. As long as you're there, check the online Knowledge Base for an answer to your question. We've posted answers to many frequently asked questions, and you may find what you need in that reference.

7.4 Glossary

arc

A curved line segment.
An arc has three *vertices* – one at each end, and a "control point" which acts like a magnet to control the shape of the curve.

armscye

Armhole

click

Press the left mouse button (**LM**) one time and release it.

command line

The blue area at the bottom of the PatternMaker window which displays command information.

coordinates

A system used to indicate position on a grid. The grid can measure units either in inches or in centimeters. The X coordinate counts units in a horizontal direction, and the Y coordinate counts units in a vertical direction.

dimension (Dim)

One of four types of *objects* in PatternMaker. Dimension objects are used to measure straight-line distances between points.

double-click

Press and release the left mouse button (**LM**) two times, quickly.

drop-down menu

A sub-menu that appears ("drops down") when you click on an item in the *menu bar*.

icons

Small pictures that represent commands. Click on an icon to activate the corresponding command.

macro

A small add-on program (a pattern collection)that is run by PatternMaker to automatically draw pre-designed garments according to a user's measurements.

master measurement template (MMT)

A measurement "template" provided by the macro designer which indicates the measurements that need to be taken. A *personal measurement table* is created from the master measurement template file (.MMT).

measurement table (MTB)

A list of a user's custom measurements. A measurement table is specific to a particular designer's macros (pattern collections).

menu bar

The line of words along the top of the PatternMaker window which contains all the program commands.

object

Something that PatternMaker draws on the screen. Text and pattern shapes are two types of objects.

origin

The position that the *coordinates* (0, 0) are measured from.

point

1) A *vertex* of an object;
2) a location in the drawing. The meaning should be clear from the context.

polar coordinates

A method of describing the location of a *point* using the length of a line and the direction (in degrees) in which it points.

polygon (Poly)

One of four types of *objects* in PatternMaker. Any object that is not a Symbol, Text, or a Dimension object is a Polygon object. Polygons can be open or closed, and can have any number of *vertices*.

radius

The distance from the center of a circle to its edge

status bar

The area of the PatternMaker window under the *menu bar*. This area shows the current drawing color, fill pattern, line type and other settings, and also the current mouse position and the current command.

text

One of four types of *objects* in PatternMaker. Text is used to insert labels on pattern pieces or add descriptive information.

vertex (vertices - pl.)

The beginning/end of a line segment, or the place where two line segments come together.
For example, a triangle has three vertices, one at each corner.

Index

.

.DXF files 83, 86, 87
.GRD files 83
.KEY files 83
.MAC files 83, 91
.MMT files 47, 83, 123
.MTB files 47, 48, 83, 107, 108, 109, 123
.PAT files 83, 86, 87

A

About box 114
absolute coordinates 31, 32
activating a command 20, 26
active layer 80
adding seam allowance 94
adjust position of printed pattern 57
advanced features of PatternMaker 2
advanced Snap modes 83
aligning printed pages 60
alignment grid
  set spacing 64
  showing/hiding 12, 98
alignment marks and page labels 59
arcs
  drawing 73
arrange a pattern for printing 53
arrange pattern pieces 50
assembling printed pages 51, 60
automatic garments 91

B

background color 66
basics of PatternMaker 3
begin a new drawing 86
black background 66
bolt width 65, 66

C

calculate fabric yardage 65
calculate number of pages 98
calculator 113
canceling a command 27, 95
can't find files 8
centimeters vs inches 8, 63
change background color 66
change drawing color 69
change fill pattern 70
change how the pattern prints 57, 58
choose LaunchPad vs Windows dialogs 75
choose pages to print 54
close PatternMaker 94
color (drawing color) 69, 81
columns vs rows 59, 60
combining styles from different macros 39, 40
command line 10, 103
  configuring 67
command line at top 103
commandline 103
commandline change 103
commands 20, 26
  activating 26
  canceling 27
  repeating 27
  selecting 26
  typed input 20
  using drop-down boxes 20
  using Hot Keys 20, 24
  using icons 20
  using menus 20
  ZOOM 20
compare programs 2
configure 63
configure defaults 63
configure/configure defaults 110
configuring drawing preferences 68
configuring main window 63
configuring menus and dialog boxes 75
configuring PatternMaker 67, 112
context menus 23, 65
coordinate system 31
coordinates
  absolute 32
  polar 33
  relative 32
COPY MEAS command 109
copying measurement tables 109
counting pages 54, 55
create a personal measurement table 47, 48
creating measurement tables 107

current layer 80
curves
drawing 73
custom fit garments 35, 37, 38, 39, 40, 91
custom measurements 43
customizing PatternMaker 63, 67, 68, 75

D

default layer settings
layer color 81
restore 83
default program settings 110
define fabric width 50
deleting objects 97
deselecting objects/points 29
do this by default 9
dotted/dashed lines 72
drawing area 10, 19, 20
drawing color 69, 81
drawing curves 73
drawing preferences 68, 110
drop-down boxes 20

E

EDIT MEAS command 108
editing measurement tables 108
entering points
typed coordinates 31
using snap modes 29
ERASE command 97
estimate fabric yardage 49, 65
EXIT command 94
Explorer tree 18
show/hide 76

F

fabric layout grid 49, 50, 99
fabric width 50
fabric yardage 65, 66
features of PatternMaker 2
file icons 18
file locations 8, 13
file management 13, 14, 15, 16, 17, 87
file organization 8
file tree 18
file types 83
files
begin new 86
opening 14, 15, 16, 86
printing 88
renaming 87
saving 17, 87
fill pattern
changing 70
finding files 8, 13
fit to page (printing) 56
fix a mistake 28
focus pictures 13, 14, 15, 16, 17, 18
frequently-asked questions 122
function keys 20, 24

G

getting help 113
Getting Started 7
glossary 123
GRID command 64
grid spacing 64
grids
alignment grid 12, 98
page grid 98
yardage grid 49, 50, 99

H

help 113
hide/show Explorer tree 76
hide/show layers 81
hide/show points 99
hide/show shared files 77
hide/show Start form 75
highlighting objects/points 29
hints and tips 10, 113
Hot Keys 20, 24
how to get help 7, 123
how to run a macro 38
how to take measurements 43
how to use the mouse 22

I

icon bar 10
icon list 12
icons 12, 20
ID Object Panel 30

ID String (registering PatternMaker) 106
inches vs cm 8, 63
interacting with the program 19

L

landscape vs portrait 55, 91
LaunchPad interface 13
- opening files 14, 15, 16, 86
- options 18
- saving files 17, 87

LAYER command 79, 104
layers 78
- configuring 104
- default colors 81
- locking 82
- naming 81
- reset defaults 83
- select active 80
- showing/hiding 81

laying out a pattern 50
learning the program 7
length of Undo history 78
library files 83
line styles 71, 72
line width 71
list of icons 12, 20
LM 3, 22
location of files 8
lock a layer 82
looking around the drawing 19, 20, 100, 101, 102

M

MACRO command 91
macros 35, 37, 38, 39, 40
- using 14, 15, 16

main drawing window 63
MEAS command 107
measurement pictures 39
Measurement table print 49
measurement tables
- changing 48
- copying 109
- creating 47, 107
- editing 108
- using 43, 91
- using in a macro 47

measurement units 8
- choosing 63

measurements
- copying measurement tables 109
- creating measurement tables 107
- editing measurement tables 108
- how to take 43

menu bar 10
menus 20, 23, 65
mouse actions 22
mouse scrolling 20
mouse snaps 29, 83, 104
MOVE command 96
move the command line 67
multiple undo/redo 28, 95

N

name a layer 81
narrow/wide lines 71
NEW command 86
number of pages 98
number of Undos 78

O

objects 29
- assigning to layers 82
- erasing 97
- moving 96
- rotating 96
- selecting 28, 29, 30
- selecting all 29
- unselecting 29

OFFSET command 94
offset lines 74
old-style dialog boxes 75
open a file 86
open a macro 14, 15, 16
open a pattern 16
open a pre-designed garment 14, 15, 16
open a saved pattern 16
OPEN command 86
open files 76
options for selecting objects/points 28, 29
options in LaunchPad interface 18
orientation of pages 55

P

page grid 52, 53
  show/hide 64, 98
page labels and alignment marks 59
page orientation 55, 91
page rows/columns 60
PAN commands 19, 100
parts of the screen 10, 12
pattern (fill pattern) 70
pattern layout 50
pattern markings 94
PatternMaker
  registering 106
PatternMaker basics 3
patterns
  assembling printed pages 60
  custom-fit 91
  printing 88, 98
personal measurement tables 7, 48, 107, 108, 109
point names
  show/hide 100
points
  entering using snap modes 29
  selecting 28, 29, 30
  show/hide 99
  unselecting 29
polar coordinates 31, 33
portrait vs landscape 55, 91
pre-designed garments 35, 37, 38, 39
  combining 39, 40
Print a measurement table 49
print a selected pattern piece 91
print a specific page 55
print at 1/4 or 1/2 scale 58
print columns first 59
PRINT command 88
print measurements 49
print offset 57
print only a portion of a drawing 90
Print options 59
print preview 54
PRINT REGION command 90
print rows first 59
PRINT SELECT command 91
print setup 55
PRINT SETUP command 91
print table 49
print to a single page 56
printable area 52
printed pages
  assembling 60
printing a pattern 54
printing out a pattern 51, 52, 53, 60, 98
program comparison 2
program version number 114
program versions 2
prompt 103
prompt line 10
prompt op top 103
putting a pattern together 51

Q

quit 94

R

reaching technical support 7, 123
redo a command 28
REDO command 95
REFRESH command 103
REGISTER command 106
relative polar coordinates 33
relative X/Y coordinates 31, 32
rename a file 87
repeating a command 27
reset layer settings to default 83
restore default layer settings 83
right mouse 23, 65
right-click 23, 65
right-click context menus 23, 65
right-mouse 23, 65
RM 3, 22
ROTATE command 96
rows vs columns 59, 60
rules of using the mouse 22
running a macro 91

S

save a file 17
SAVE AS command 87
SAVE command 87
scale a pattern to print 58
screen

screen
parts of 10, 12
scroll with the mouse 20
seam allowance
fixed-width 94
select a command 26
select active layer 80
select pages to print 54, 55
selecting a command 20
selecting all objects 29
selecting objects 28, 29, 30
selecting points 28, 29, 30
selection window 29
set current drawing properties 69, 70, 71, 72
set drawing preferences 68
set grid spacing 64
set preferences 110
set Start locations 76
set Undo history 78
setting measurement units 8, 63
shared files
show/hide 77
shortcut keys 20, 24
view page grid 52
SHOW NAME command 100
SHOW VERTEX command 99
show/hide alignment grid 12, 98
show/hide Explorer tree 76
show/hide layers 81
show/hide page grid 64, 98
show/hide points 99
show/hide shared files 77
show/hide Start form 75
show/hide yardage grid 50, 65, 99
shrink drawing to one page 56
SNAP commands 104
Snap modes 29, 83
Snap To Endpoint 28, 29
special selection tips 30
Start form 9
Start form, show/hide 75
Start locations 76
starting PatternMaker 4, 9
status bar 10, 112
style option pictures 38

T

taking measurements 43
tape pages together 60
technical support 7, 123
terminology 7, 123
Tip of the Day 10
tips and hints 113
TOGGLE GRID command 12, 98
TOGGLE PAGE GRID command 98
troubleshooting 122
turn grids on/off 12, 50, 98, 99
turn layer on/off 81
turn on the Start form 75
Tutorials
arrange a pattern for printing 53
combining styles from different macros 40
typed commands 20
typed coordinates 31
types of files 83

U

undo a command 28
UNDO command 78, 95
undo history 78
UNITS command 63
Unlock Code (registering PatternMaker) 106
unselecting objects/points 29
use a measurement table in a macro 47
using a macro 14, 15, 16
using a mouse 22
using layers 78
using macros 91
using measurement tables 43, 91
using Snap modes 29
using the pre-designed garments5, 37, 38, 39, 40

V

version 114
versions of PatternMaker 2
vertices
show/hide 99
view Explorer tree 18
view options (LaunchPad) 18
viewing a drawing 100, 101, 102, 103

W

Welcome form 9
what is a macro? 35, 37, 38
where files are stored 8
white background 66
wide/narrow lines 71
window selection (objects/points) 29
window style 75
Windows basics 3
working with files 13, 14, 15, 16, 17, 86, 87

X

X- and Y-coordinates 31
Xarcs 73

Y

yardage estimation 50, 65
yardage grid
- show/hide 65
- showing/hiding 50, 99

YARDAGE GRID command 49, 99

Z

ZOOM ALL command 102
ZOOM commands 19, 20, 101
ZOOM IN/OUT commands 102